MODERN AUCTION
IN TEN LESSONS
REVISED EDITION

GRACE G. MONTGOMERY

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Irene Dulu Andrews

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BY

GRACE G. MONTGOMERY

REVISED EDITION

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I DEDICATE THIS LITTLE BOOK

TO MY PUPILS

FOR WHOSE HELP AND GUIDANCE
I HAVE WRITTEN IT
AND IN REMEMBRANCE OF
THE MANY PLEASANT HOURS WE HAVE
PASSED TOGETHER

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PREFACE

THERE have been very few changes made in the game of Auction since I rewrote my little book in 1916, but such as they are, I have interpolated throughout the different chapters, and hope that I have made a stronger and more helpful book thereby.

In "Opening Declarations" I have shown the wisdom of the high pre-emptive bids in both Clubs and Diamonds, as the game-making possibilities of the minor suits are now thoroughly recognized. In the chapter entitled "Declaration by Third Player" I have explained my change of policy in over-bidding the Partner's No-Trump declaration (if the Second Player has passed) with a comparatively strong hand *only*, instead of the "take-out" with weakness that offered little chance of success, and carried the additional burden of the increased contract. This method of over-call I am now convinced is unsound and is so considered by the best card minds of the country.

The abuse of the doubling of the one-trick contract has brought about several restrictions to that convention, which I have tried to make clear in the chapter under "Doubling."

While these changes in themselves seem trifling, the inferences they convey, and the results achieved, if followed, make them of importance and worth studying to the Player who loves the game and wishes to perfect himself in it.

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MODERN AUCTION
IN TEN LESSONS

FIRST LESSON

OPENING DECLARATION BY THE DEALER

What should influence the Dealer in making the opening declaration?

The strength of his hand and the distribution of the high cards.

But should his hand contain no particular strength?

Then he has the privilege of declaring "No-Bid," and the declaration passes to the Second Player. If all four Players pass, the hand is abandoned and the next Player deals, nothing being scored for either side.

Examples of "No-Bid" Hands

♠ K 8 5 3 2	♠ 8 6	♠ Q 6
♡ 8 5 4	♡ J 10 7 5 2	♡ 10 5 4
♢ J 3	♢ A 8 5	♢ Q 10 5 4 3
♣ 10 4 2	♣ Q 3 2	♣ J 10 6

With what strength should a "One-Club" declaration be made?

The Club suit has come to play an important part in the bidding, for it can now be used either to give information of high cards in that suit (an assisting hand for a better make), or, it can mean both length and strength in the suit.

What should guide the Declarer in making the "One-Club" declaration?

The state of the score. At a love score a "One-Club" may be declared with only four cards to the Ace-King, or Ace-Queen-Jack, or King-Queen-Jack, with a sure trick in another suit. Such a hand holds too valuable an assistance toward a better make not to be shown. The Partner will make every effort to change the bid to one which takes fewer tricks to make game, and at that score should never credit the "One-Club" as a hand worth more than *three tricks*. If he does not hold enough high cards to make

a declaration, the Adversaries undoubtedly will, so there is little danger of the short high Club bid being left in.

Examples of "One-Club" Hands at a Love Score

♠ 5 4	♠ A 9 6 4	♠ 8 5 3
♡ 10 4 2	♡ 8 5 3	♡ A 10 2
♢ K Q 10 6	♢ J 4	♢ 9 8 5
♣ A K 6 4	♣ K Q J 3	♣ A Q J 6

How is the "One-Club" bid further influenced by the score?

If the score is advanced to 18 or over the "One-Club" should never be declared unless holding both length and strength in that suit. It should indicate a hand worth five tricks (three of them being in the trump) for at that score it requires only two tricks in any declaration to make game, and the Partner will allow the bid to stand or raise it if necessary, playing for the sure game with this suit as trump.

Examples of "One-Club" Hands at an Advanced Score of 18 or Over

♠ 6 4	♠ J 10 2	♠ Q 8 2
♡ K Q 2	♡ 9 4	♡ 10
♢ 10 5 4	♢ K 8 5	♢ J 10 8 2
♣ A Q J 8 2	♣ K Q J 6 3	♣ A K 10 5 4

Must the Club suit be headed by high cards?

Always, at whatever state of the score. A Club should never be declared unless holding two quick tricks in that suit, *i. e.*, Ace-King, King-Queen-Jack or Ace-Queen-Jack, and a sure outside trick.

Why are the high cards so important if the suit is protected with length to the Queen or Jack?

Because the Partner will change the declaration to one of higher value, if his hand warrants it, relying on two sure tricks in the Club suit and one outside trick—in other words, an acceptable Dummy. Such tricks are not assured if the suit is only Queen or Jack high, for before such a suit is established it will probably be trumped, or in the case of a No-Trump declaration by the Partner the strong hand will probably be exhausted of the Clubs and have no way of putting the lead into the hand with the established length. With great length to Queen or Jack (that is, six or seven in all), the Clubs can be shown on the second round of bidding if it seems advisable. The Partner is not deceived then, and realizes that the suit has length without strength, for if

it had held the top Honors it would have been declared on the first round.

With what strength should a "Two-Club" declaration be made?

With an *established suit, i. e.,* six cards to the Ace-King-Queen or seven cards to the Ace-King, but with little else of value in the other suits. It is a hand which offers great assistance to any more valuable declaration or is sufficiently strong to fulfil the contract if left in. This declaration should never be made without established strength, for it tempts the Partner to a "Two No-Trump" make with protection only in two suits relying on *six* tricks in the suit called. To declare "Two-Clubs" on a suit headed by the King-Queen-Jack or Ace-Queen-Jack, even with an outside Ace, often proves very disastrous, for, if the Partner goes to a "Two No-Trump" on the strength promised, the leader often forces the outside Ace before the Club suit can be established, and under such circumstances the No-Trumper has little chance of success.

Examples of Original "Two-Club" Hands

♠ 10 2	♠ 4 2
♡ Q 4	♡ 10 3
◇ 8 5 3	◇ 8 4
♣ A K Q 8 6 4	♣ A K 9 8 6 4 2

Is it ever wise to declare "Three" or "Four" Clubs originally?

Yes, if the hand is good *only*, played with that suit as trump, and holds the requisite strength to fulfil the contract.

Such a hand is, usually, a "two-suiter," that is, great length and strength in the trump and an outside suit, either established or one which can be established in one round. Such a hand must hold two very short suits, which would be dangerous as an assisting hand for a No-Trump make. This information is conveyed to the Partner by the bid of "three" or "four," and he either lets the declaration stand or increases it if necessary.

There is another combination of cards which makes for interesting bidding such a hand as—

♠ —— ♡ A 5 2 ◇ A K Q J ♣ A Q J 6 5 4

If a No-Trump is declared on these cards, the long Spades may be with the Leader, and if the score is "love," and in his favor, he will pass, and lead

them to the defeat of the No-Trumper. Now if the original Declarer bid "Four Clubs" (which number of tricks he holds) at once, it is improbable that the Leader or his Partner will hold so strong a hand as to be able to declare "Four Spades" without knowledge of the others' holdings.

If the Club suit in the original hand be one Card less, and the Hearts one more, a high Club make would be very unsound—the strong trump-hand can be forced to trump on the Spades, which with only five trumps is a dangerous position.

With such holdings an original No-Trump is the soundest declaration (for so strong a hand must be shown), with the hope that the Partner will change the declaration if he cannot protect the Spades.

Examples of Original "Three" and "Four" Club Hands

♠ 4	♠ ——
♡ J	♡ 5 4
◇ K Q J 8 3	◇ A Q J 8 6
♣ A Q J 8 5 3	♣ A K Q J 8 2

With what strength should a "One-Diamond" declaration be made?

The same as with Clubs. A suit of four cards

including top Honors, if holding an outside trick, an assisting hand toward a better make, *but only to be declared at the beginning of the game with nothing on the score.* If the score is advanced to 18 or over, the same condition pertains as with Clubs, and the "One-Diamond" should never be declared unless holding a hand worth five tricks (three of them being in the trump) and the suit headed by either the Ace-King or King-Queen, a hand prepared to play that suit as trump.

Why are Clubs and Diamonds declared with the same strength?

Because both declarations require the same number of tricks to make game (five tricks over the book of six) and both declarations convey the same information to the Partner—helpful hands toward a better make in Partner's hand.

With what strength should a "One-Heart" declaration be made?

On any declaring hand containing not less than four tricks (better five), with three of them in the trump suit. This declaration implies a desire to play the Heart as trump and discourages any other declaration by the Partner provided he

can give assistance to the Heart make. It is now an established fact that the Spade or Heart offers so much safer chance for game than any other declaration that any change of bid by the Partner shows either one or none of the suit declared, or great strength (four or five Honors) if the other major suit is declared, or four Aces if a "No-Trump" is the over-call.

Is it necessary to hold the Ace or King of this suit?

Of course it makes the hand stronger to hold these cards, but they are not absolutely necessary if the hand holds outside strength. A five-card suit headed by Queen-Jack-10 or six to Queen-Jack may be declared if the hand holds sufficient outside strength to compensate for the missing Ace and King. A four-card suit may be declared *only* when it contains the three top Honors.

Examples of "One-Heart" Hands

♠ 10 5	♠ J 6 4	♠ 6 4
♡ Q J 10 8 6	♡ A Q J 5 3	♡ Q J 9 5 4 2
♢ A Q 5	♢ A 5 2	♢ K Q
♣ K 10 2	♣ 10 8	♣ A 4 2

With what strength should an original "Two-Heart" bid be made?

To make an original bid of "Two-Hearts" the hand must be worth at least *six* tricks and hold *six* trumps, including high Honors, for the Declarer is usually left in with his bid, as it is a warning to the Partner to allow the declaration to stand.

Why is such length in the trump necessary if the suit is headed by high Honors?

The trumps must be sufficiently long to stand being forced to trump (for such a hand usually holds a short suit) and yet retain enough trumps to exhaust the Adversaries of them, for by the high bid the Declarer has taken the responsibility of the contract and must be sure of fulfilling it with only average assistance from the Partner.

Examples of Original "Two-Heart" Hands

♠ 8 5
♡ K Q J 8 5 4
◇ A 5 4
♣ Q 2

♠ 8
♡ A Q J 10 5 4
◇ J 5 4
♣ K Q 8

♠ 6
♡ Q J 10 9 6 5 3
◇ A 8 2
♣ 10 5

Is it wise to make an original declaration of "Three-Hearts"?

Yes, and it should always be done with the necessary strength. To declare "Three-Hearts" the hand should hold at least *seven* tricks and *seven* trumps, including high Honors, with a practical surety of making game with slight assistance from the Partner. This bid is particularly efficacious if the hand is weak in Spades, for a Heart declaration can be over-called in Spades without increase of contact, consequently a Heart hand with Spade weakness should be bid to the limit of its capacity to make it as difficult as possible for the Opponents to show their holdings in that suit.

Examples of Original "Three-Heart" Hands

♠ 5	♠ 9
♡ A Q J 10 9 6 3	♡ K Q J 10 8 2
♢ Q 4	♢ A Q 8
♣ A 10 2	♣ K 10 4

For what reasons are these pre-emptive bids made?

To prevent the Opponents from showing each other their suits and as a warning to the Partner

not to change the make. It usually happens with a Heart suit of sufficient length and strength to warrant a pre-emptive bid that the hand is very short in another, which may be held by the Adversaries, but so divided that neither dares to make a declaration of "two" or "three," ignorant of the Partner's holdings. A game is often won by thus preventing the Adversaries from gaining the knowledge of the combined strength of their hands, which, had they possessed it, might have enabled them to outbid the original make and arrive at a game-winning declaration.

A pre-emptive bid in Spades or Hearts is always an admission of weakness in some suit, for if the hand is a generally strong one a bid of "one" is sufficient. A hand well protected in all suits, if over-called by the Adversary, can always be raised, and if pushed too far, it holds great possibilities for doubling.

With what strength should a "One-Spade" declaration be made?

The same as with Hearts. A hand worth four tricks (better five), with three of them in the

trump suit. This declaration shows a desire to play the suit as trump and discourages a change of bid by Partner.

Examples of "One-Spade" Hands

♠ A Q J 8 4	♠ Q J 10 9 5	♠ K Q 8 5 3
♡ 10	♡ A 10 4	♡ Q 5 4
◇ A 5 4	◇ K 8 5	◇ A 4
♣ J 8 3 2	♣ 3 2	♣ 10 6 4

Do the same reasons pertain for making the original declarations of "Two" and "Three" Spades as in Hearts?

Just the same. These two suits are bid with the same length and strength, as they both require the same number of tricks to make game and both show a desire to *play the suit as trump.*

Examples of "Two" and "Three" Spade Declarations

♠ K Q J 8 3 2	♠ Q J 10 8 5 4 2
♡ 6 5	♡ ———
◇ A Q 4	◇ A K
♣ 4 2	♣ J 10 5 3

What strength is required to declare "One No-Trump" ?

A hand holding four Aces, always. Three Aces only when bidding to the score, a second Honor in one of the Ace-high suits is otherwise necessary. Two Aces with another protected suit. One Ace with two other suits, King high, or holding a long suit that can be easily established, and a third suit protected.

What is the minimum strength on which a "One No-Trump" can be declared?

Three tricks, with a possible fourth—but these tricks must consist of Aces and Kings and protect three suits.

Examples of "One No-Trump" Bids

♠ A K 3 2	♠ A Q 6	♠ A J 5 4
♡ J 8 5	♡ K Q 5	♡ K J 3 2
♢ A 3 2	♢ Q J 10 3	♢ 5 4
♣ A 6 3	♣ 10 8 4	♣ K Q 2

Is there not danger of so weak a hand being defeated ?

Yes, if left in without any assistance from the Partner, but it is an inviolable rule that, should

the Partner not hold the requisite strength to assist the No-Trump make, he changes the bid.* Another great advantage of the No-Trump declaration is that it gives the Partner definite knowledge of these four tricks in three different suits, should he wish to change the make.

Is it essential that any particular suit be guarded?

Not absolutely, but it makes the hand very much stronger if the Diamonds and Clubs are protected, for if the Leader holds either established Clubs or Diamonds, or a suit that can be established and a re-entry, he will not declare it, but will use his advantageous position as Leader to play them out and thus defeat the Declarer's contract. This play is particularly strong at a love score, for it takes so many tricks to make game at either Clubs or Diamonds (five tricks over the book of six) that it is far more profitable to defeat the contract, even by one trick, than win two or three below the line but fail of game—the intermediate tricks being of so little value in auction.

*See lesson on "Declaration by Third Player."

Must a No-Trump hand contain Aces?

Not if all four suits are protected by high Honors.

Examples of "One No-Trump" Hands without Aces

♠ K Q 5 4	♠ K 6 2	♠ Q J 10 5
♡ Q J 10	♡ K Q 5 4	♡ K J 4
◇ K J 4 3	◇ Q 8 3	◇ K Q 5
♣ K 8	♣ K Q J	♣ K 10 2

Is it advisable to bid "One No-Trump" at once whenever the strength of the hand justifies it?

Yes. While the No-Trump declaration is not the all-powerful one it was formerly, it still possesses many advantages. It requires fewer tricks to make game (only three over the book of six being necessary). It forces the Adversary to a two-trick call, and, above all, it is now doubly valuable not only as a game-maker but as an informatory bid, showing an assisting hand. In changing or increasing this bid, the Partner should never credit it with more than three tricks, with a possible fourth, the minimum number required for the declaration. If a hand, however, contains a strong Heart or

Spade make, it should always be declared in preference to a No-Trump—it takes only one more trick to win the game and is a far safer and surer declaration toward achieving that object.

What inferences should be drawn from the opening declaration?

First.—That a "No-Bid" declaration may mean a worthless hand or may mean an assisting one, without sufficient strength in any suit to declare it or enough general protection for a No-Trump.

Second.—That a "One-Club" or a "One-Diamond" declaration may mean a four-card suit headed by Ace-King with outside assistance, a helpful hand for a better make, or it may indicate a five-card suit including high Honors sufficiently strong to play as trump, these references being drawn by the state of the score.

Third.—That a "Two-Club" or a "Two-Diamond" declaration offers the Partner an established suit of six cards to the Ace-King-Queen or seven cards including the Ace-King toward any better make, an ability to fulfil the contract if left in.

Fourth.—That an original "Three" or "Four" Club or Diamond declaration warns the Partner that the hand is dangerous for any other make and shows a powerful two-suit hand, with probability of making game at the score.

Fifth.—That a "One-Heart" or a "One-Spade" declaration shows a desire by the Dealer to play the suit as trump and discourages any change of bid by Partner.

Sixth.—That an original "Two" or "Three" Heart or Spade make warns the Partner not to change the bid and indicates a hand worth six or seven tricks and great length and strength in the trump—a hand that should make game with average assistance from the Partner.

Seventh.—That a "One No-Trump" declaration shows protection in three or four suits—a hand worth three tricks, with a possible fourth, at least, in Aces and Kings.

SECOND LESSON

DECLARATION BY SECOND PLAYER

If the Dealer has made "No-Bid," what should govern the Second Player's declaration?

The same rules as if he were the Dealer, only he has the advantage now of knowing that one of the Adversaries is fairly weak. If, however, his hand does not justify a sound declaration he should pass.

If the Dealer has declared "One-Club" or "One-Diamond"?

The Second Player should bid "One No-Trump" if he holds a guarded Honor in the suit declared and has strength in two other suits, but if his No-Trump is a light one it is much wiser to pass and await further bidding. Should he, however, hold a good suit, it is better to announce it at once, hoping, with average help from his Partner, to make his contract, or as an indication

for his Partner's lead should the Third Player declare No-Trump.

If the Dealer has declared "One-Heart" or "One-Spade"?

Then the state of the adverse score governs the Second Player's announcement materially. The declaration shows a desire to play the suit as trump, and if the Adversaries are apt to win the game at either bid every effort should be made to thwart them, and the Second Player should bid his hand to the limit. This is especially sound if holding enough possible winners to stand a chance of breaking the Opponents' contract should they increase their bid.

Should a light No-Trump be declared in this position?

Not with a hand holding less than five tricks, one of which is a sure winner in the adverse trump bid.

Why is it dangerous to declare "One No-Trump" without protection in the Opponents' suit if the rest of the hand should justify it?

The danger of such a bid lies in the fact that the Partner takes for granted the protection in the Adversary's suit and (on that assumption) will raise the bid if necessary to "Two No-Trumps" on an average supporting hand. Without this necessary protection in either hand loss is sure to follow.

But if the Second Player holds a hand well protected in three suits but with insufficient length to declare any of them, his only weakness being in the Dealer's call, how is he to show this strength to his Partner?

A convention now used covers this situation and is fully explained in the lesson on "Doubling."

Should a good trump hand be declared over a "One No-Trump" bid by the Dealer?

Yes, if the suit is headed by the Ace or King and with sufficient outside strength to be reasonably sure of making game with only average assistance from Partner (a hand worth at least six tricks), or with enough winning cards to

have a fair chance of defeating an increased adverse call. Holding a weaker hand than this, nothing is gained by bidding it; the possible loss above the line is too great a risk to incur for the sake of the fulfilment of the contract, which means so little in Auction if it does not insure game. To declare "Two-Clubs" or "Two-Diamonds" at a love score is very doubtful policy, for it requires so many tricks in either of these suits to make game that the better plan is to pass and use the valuable position of Leader to defeat the No-Trump. With a long, unestablished suit of Diamonds or Clubs and no side strength, they may be declared, for by the time the suit is established the Partner will be exhausted of them, and with no re-entry there is little chance of ever bringing them in against the No-Trump.

Examples of Trump Hands Strong Enough to Over-bid a "One No-Trump" Declaration

"TWO-HEARTS"	"TWO-SPADES"
♠ K 3	♠ K Q J 6 5
♡ A K 10 6 5 2	♡ Q 5 3
◇ Q 3 2	◇ 8 4 2
♣ J 4	♣ A 3

Examples of Hands on Which It Is Better to Pass and Defeat the "One No-Trump" Declaration at a Love Score

♠ 4 2	♠ A 5 2
♡ 8 4 2	♡ 5 3
◇ A K Q 8 5 3	◇ 6 4
♣ 10 4	♣ A Q J 9 5 3

Should moderate trump strength ever be declared over a "One No-Trump" bid by Dealer?

Only on the Rubber game, for this declaration is always a forced one (calling for a "two-trick" bid), and unless the Partner holds more than average strength the contract is very likely to be defeated. The usual object of such a call with many Players is to force the Adversary to a "Two No-Trump," but such practise is both dangerous and futile. In the first place, the declaration may be doubled, and in the second, if the opponents raise their No-Trump bid, the hand does not hold the cards to defeat them.

What is a "forced declaration"?

One which, owing to a previous declaration, is higher than it would have been had it been made

originally. A bid of "Two-Diamonds" over a "One-Heart" call is a forced declaration, as the Player is forced to a two-trick contract to overbid the Heart. All trump makes over a "One No-Trump" bid are of themselves "forced calls."

What inferences should be drawn from the Second Player's declarations?

First.—That when he declares "One No-Trump" over any trump announcement it shows protection in that suit.

Second.—That when he makes a suit declaration over a "One No-Trump" call it shows a hand strong enough to make the winning of the game possible or to defeat the Adversary should he increase his bid.

THIRD LESSON

DECLARATION BY THE THIRD PLAYER

If the Dealer has declared "No-Bid" and the Second Player has passed, what should govern the Third Player in making his declaration?

The strength of his hand.

With any sound declaration he should always bid, for, while his Partner's hand may not be an attacking one, it may be an assisting one, but with a doubtful make it is wiser for him to pass.

Should a light No-Trump be declared in this position?

No; with declared weakness in the first two hands, strength must lie beyond with the Fourth Player and a strong No-Trump is necessary—a hand worth at least five tricks.

It is far safer when the hand is only moderately strong to show a good suit to direct the lead in case the Fourth Player wins the declaration with "One No-Trump."

Examples

THIRD PLAYER'S "ONE NO-TRUMP" BID OVER DEALER'S "NO-BID"

♠ A 10
♡ 9 5 4
◇ A K 4 3
♣ K Q 8 5

THIRD PLAYER'S "ONE-DIAMOND" BID OVER DEALER'S "NO-BID"

♠ Q 10 8
♡ 9 5
◇ A Q J 8 3
♣ A Q 2

If the Dealer has declared "One-Club" or "One-Diamond" and the Second Player has passed?

Then the Third Player should change the bid (if he can do so) to one of a higher value, taking fewer tricks to win the game—relying on the Dealer for sure tricks in the suit he has called.

With strength in two of the other suits, "One No-Trump" should be declared, but, holding only a fair hand, with some assistance in the trumps, the original announcement should be allowed to stand, particularly at a score of 18 or over.

Examples

THIRD PLAYER'S "ONE NO-TRUMP" BID OVER DEALER'S "ONE-DIAMOND"

♠ Q 10 6
♡ K Q 5
◇ 8 3 2
♣ A Q 4 3

THIRD PLAYER PASSES DEALER'S "ONE-DIAMOND"

♠ A 10 3 2
♡ Q J 4
◇ Q 5 3
♣ 9 8 6

THIRD PLAYER'S "ONE-SPADE" BID OVER DEALER'S "ONE-CLUB"

♠ A K 10 4 3 2
♡ 10 5 4
◇ J 4
♣ Q 8

If the Dealer has declared "One-Heart" or "One-Spade" and the Second Player has passed?

The Third Player should rarely change the declaration.

This declaration is one which *discourages* rather than encourages a No-Trump bid by the Partner.

Any over-bid indicates but one, or none, in the original suit and great strength in the suit bid.

In the case of an over-bid of "One No-Trump," three strong outside suits are indicated, or a hand holding four Aces.

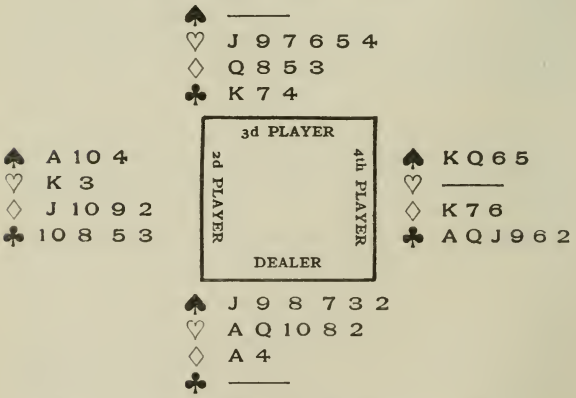
Should the Third Player ever increase his Partner's original bid if the Second Player has passed?

If holding a guarded Honor in the trump declared, with a singleton, or void of a suit,* and some good outside cards, it is good policy to increase the contract to within one of the capacity of the hand *at once.* If the Fourth Player holds a declaration in the suit that is short in the Third Player's hand, as the bidding would indicate, the increased contract may make it impossi-

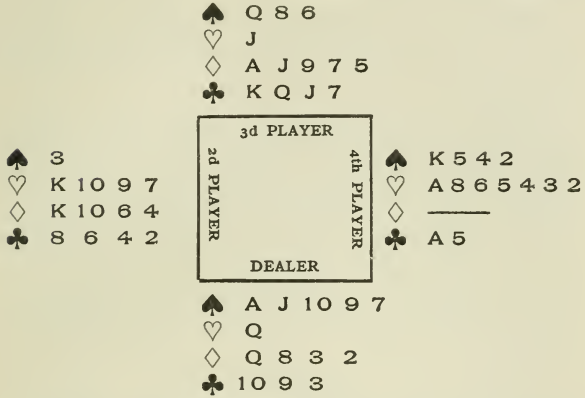
* See lesson on "Court of Assisting Hand."

ble for him to show his holdings with no knowledge of his Partner's hand. This increase of the Partner's original bid *at once* often saves a game-making declaration, which otherwise could have been out-bid by the adversaries had they been allowed to show the combined strength of their cards.

Example of Hand with Which the Third Player Increases His Partner's Declaration When Second Player Has Passed



Dealer, "One-Heart." Second Player, "No." Third Player, "Three-Hearts." Fourth Player, "No."



Dealer, "One-Spade." Second Player, "No." Third Player, "Three-Spades." Fourth Player, "No."

In both of these deals, if the Third Player had passed and the Fourth Player been able to show his suit with a bid of "one" or "two," his Partner could have increased it to game-making proportions and out-bid the original declaration.

As it was, with the Third Player's over-bid, the Fourth Player could not make an initial bid of "four" without any knowledge of his Partner's holdings. In consequence, the Dealer won the declaration and game.

Why is a "One-Heart" or "One-Spade" declaration a discouragement to the Partner to bid No-Trump?

Because it takes but one more trick to make game with Hearts or Spades than with No-Trumps, and if the Partner holds some assistance in the Hearts or Spades, and some outside strength, the game is assured; whereas, at No-Trump a finesse may go wrong, or an Honor be played through, and thus a whole suit be brought in against the make.

If this system of play were always followed, many games would be won that are now lost by changing the Partner's Heart or Spade make to a No-Trump. The stronger the assisting hand, just so much more likely is the original Spade or Heart declaration to make game.

Examples

THIRD PLAYER PASSES DEALER'S "ONE-HEART"!	THIRD PLAYER'S "ONE NO-TRUMP" BID OVER DEALER'S "ONE-HEART"	THIRD PLAYER PASSES DEALER'S "ONE-SPADE"
♠ K 10 8	♠ K Q 8 6	♠ J 9 7
♡ J 3 2	♡ 6	♡ A K 10
♢ K Q J 4	♢ A J 4	♢ Q 8 4 2
♣ A 3 2	♣ Q J 10 5 3	♣ A K 7

If the Dealer has declared "One No-Trump" and Second Player has passed?

The Third Player allows the declaration to stand, with a hand holding three protected suits, unless he holds a Spade or Heart make on which he would have declared originally, then he should *always* bid the suit, irrespective of the strength or weakness of the rest of his hand, leaving it to his Partner's judgment to increase his own No-Trump contract, or to leave the suit make in, as a safer attempt at game.

Examples

THIRD PLAYER'S "TWO-HEART" BID OVER DEALER'S "ONE NO-TRUMP"	THIRD PLAYER'S "TWO-SPADE" BID OVER DEALER'S "ONE NO-TRUMP"	THIRD PLAYER'S "TWO-HEART" BID OVER DEALER'S "ONE NO-TRUMP"
♠ 4 2	♠ K Q J 10 6	♠ 7
♡ A K Q 8 4	♡ 6	♡ A Q J 8 5
♢ Q 5 3 2	♢ A 5 3	♢ Q 8 3
♣ K 2	♣ Q 8 4 2	♣ K 2 4 2

But if the Third Player's hand holds two unprotected suits?

Then he should over-bid with a Heart or Spade suit, if it has five cards including two Honors—or six cards without an Honor. The old system of taking out the Partner's No-Trump bid

(when the Second Player has passed) with weakness, that is, five cards including one Honor, has proved to be a losing declaration.

If the original No-Trumper is a comparatively light one, and the Second Player has passed, the Third Player should realize, if he holds poor cards, that the preponderance of strength must be in the Fourth Player's hand. This Player will often declare (if the Third Player passes) to indicate a lead to his Partner, hoping that the original No-Trump declaration will be increased. In this position, if the Dealer's No-Trump is a light one he can pass, and with what good cards he may hold will often save the game. This policy is a very much safer one than the over-bid by the Third Player, with a very weak hand—for with the over-bid the Fourth Player will probably remain quiet and use his good cards to break the increased contract.

Examples

THIRD PLAYER'S "TWO-HEART" BID OVER DEALER'S "ONE NO-TRUMP"	THIRD PLAYER'S "TWO-CLUB" BID OVER DEALER'S "ONE NO-TRUMP"	THIRD PLAYER'S "TWO-DIAMOND" BID OVER DEALER'S "ONE NO-TRUMP"
♠ J 10 2	♠ 6 4	♠ 8 7
♡ Q 10 7 4 3	♡ Q 10 5	♡ 8 5 4
◇ 8 5 2	◇ 8 6	◇ 10 8 6 5 3 2
♣ 9 8	♣ Q 9 8 5 3 2	♣ 5 2

Is it not dangerous to make a two-trick contract on a five-card suit, even with two Honors if the hand is otherwise trickless ?

Not so dangerous as leaving in a "One No-Trump" make that may be a light one.

The No-Trump declaration by the Dealer is such a desirable one that it is often made on the minimum strength (three tricks, with a possible fourth), relying on average assistance from the Partner.

Not holding this assistance it is much safer for the Third Player to indicate his weakness by declaring either Hearts or Spades, if holding a suit of five cards, including two Honors, or six cards without an Honor—with less strength or length than this the suit should not be shown. The Diamonds and Clubs, however, should not be declared on less than six cards (with or without Honors) and when declared, indicates a hand void of entries, and the suit unestablished. If the suit is headed by the Ace it should not be bid, as such a suit might prove of assistance to the Partner's No-Trump.

The final declaration is then left with the

Dealer, whether to accept or to ignore this warning.

If the Third Player's hand is a worthless one and holds no five-card suit with two Honors ?

Then he must pass, for an increase of contract on such a hand is unwise.

Hands with Which an Original No-Trump Should Be Passed by Third Player

♠ Q 4	♠ 7 6 5	♠ 10 4 2
♡ Q 10 4 3	♡ 10 4 3	♡ 9 6 4
◇ 8 6 5 2	◇ K 8 4 2	◇ 8 5
♣ J 8 3	♣ 8 3 2	♣ Q 8 4 3 2

How is the No-Trump Declarer to know whether his Partner's trump over-call indicates a strong or a weak hand ?

If the over-call has been made in Hearts or Spades, it is impossible for him to determine, but a Diamond or a Club announcement is a sure indication of weakness, for with Ace or Ace-King in either of these suits the Partner will allow the original declaration to stand, as with such assistance the game is very much more likely to be won at No-Trump than with a suit bid which requires eleven tricks to reach the same goal.

What determines the Dealer in returning to his No-Trump declaration after the trump over-call by his Partner?

If the over-call has been declared in Hearts or Spades *the Dealer should allow the declaration to remain.* The over-call has indicated that the partnership interest will best be conserved by the trump declaration (whether from strength or weakness), and a longer experience has shown that either of the major suits offers a safer chance for game than a No-Trump declaration and takes but one more trick to make it.

If holding but *one* or *none* of the Hearts or Spades declared by the Partner, a return to the No-Trump would be advisable, for if the trump declaration is one of weakness, and should contain but five trumps, including two Honors, the adversaries would hold the majority and loss would surely follow. The "Two No-Trump" declaration does not increase the contract and the chances for making it are much greater than with short trump holdings.

Does the same argument hold good when the over-call has been made in either Diamonds or Clubs?

Not entirely. If the score is 18 or over, the trump declaration should be allowed to stand as a safer attempt at game; but with a "love" score, and the over-call made in Diamonds or Clubs, the length and strength of the suit in the Declarer's hand should determine his decision. If holding *three* cards in the suit, enough to make good the unestablished length in Dummy, and with a five-trick original No-Trump declaration, the return to the No-Trump call would be wiser.

If holding high Honors only, the trump call should be left in, for if the Dummy holds no re-entries (as the over-call would indicate), the length may be blocked and the suit never be made.

If the Dealer has made a "One-Club" or a "One-Diamond" declaration and has been over-called by the Second Player, what governs the Third Player's bidding?

The strength of his hand and the protection he holds in the suit named by the Second Player.

If holding a well-guarded Honor in that suit and strength in another, he should not hesitate to make a "One No-Trump" announcement, relying on his Partner to take care of his own suit.

If his hand offers no protection in the Adversary's make, but holds two tricks, and at least two cards of his Partner's suit, he should raise the bid, and continue to do so, with each additional trick his hand may hold.*

If the Dealer has made a "One-Heart" or a "One-Spade" delcaration and has been over-called by the Second Player ?

Then the Third Player should raise the original bid if he holds the necessary strength.

Any change he may make indicates that his hand holds but one, or none, of his Partner's suit and also great strength in the suit to which he has changed.

How would the state of the score affect such a declaration ?

With a love score on the first game and the Dealer's "One-Spade" having been over-called by "Two-Clubs," the Third Player, holding considerable Club strength, should hesitate before raising the "One-Spade" make (unless with so strong an assisting hand that there is a good chance of making game).

* See Lesson on "The Count of an Assisting Hand."

It is very unlikely that the Opponents will win the game on their Club declaration, and there is a possibility of defeating them; but, let the score be in favor of the Opponents, and their contract, if fulfilled, mean game—then the Third Player should bid his hand to its capacity.

If the Dealer has made a "One No-Trump" declaration and has been over-called by the Second Player?

The Third Player should count his hand very carefully before raising this call.

Protection in the suit named by the Second Player, and another suit of considerable strength are absolutely necessary to increase this No-Trump call, for, to repeat again, original No-Trumps are often very lightly made.

What is sufficient protection in the Adversary's suit?

An Ace or King, with two or three small ones, or Queen, with three or four, if the over-call has been made by the Second Player, but strength in two other suits as well, must be held to justify a "Two No-Trump" call.

Example

THIRD PLAYER'S
"TWO NO-TRUMP" BID
OVER SECOND PLAYER'S
"TWO-HEART" BID
OVER DEALER'S
"ONE NO-TRUMP"

♠ Q 2
♡ K 10 2
◇ A Q 4 3
♣ J 10 8 6

How is the Third Player to indicate a strong supporting hand without protection in the Adversary's suit?

By bidding two tricks in his most valuable suit.

This shows his Partner an assisting hand and the absence of protection in the adverse call.

This declaration should not be confused with the protective suit call made by the Third Player when his hand offers *little assistance* to the Dealer's No-Trump.

In the first instance, the Second Player has passed, and the responsibility of taking his Partner out of a losing make is left to the Third Player.

In the second instance, the Second Player has over-bid the Dealer's No-Trump, and there is no obligation for the Third Player to make any announcement unless he holds a strong hand and can assist his Partner toward a game-making declaration.

Examples

THIRD PLAYER'S "TWO-HEART" BID OVER SECOND PLAYER'S "TWO-DIAMOND" BID OVER DEALER'S "ONE NO-TRUMP"

♠ Q 5 3
♡ A K 6 4 2
◇ 6 4
♣ K J 10

THIRD PLAYER'S "TWO-DIAMOND" BID OVER SECOND PLAYER'S "TWO-CLUB" BID OVER DEALER'S "ONE NO-TRUMP"

♠ 8 2
♡ A 5 4 3
◇ K Q 10 4 2
♣ 5 4

What inferences should be drawn from the Third Player's declaration?

First.—That when he over-calls the Dealer's "No-Bid" with a "One No-Trump" it means a strong No-Trump hand, worth five tricks.

Second.—That when he allows a "One-Club" or a "One-Diamond" make by Dealer to stand it indicates that his hand offers no higher dec-

laration, otherwise he would change to one which requires fewer tricks to win the game.

Third.—That when he over-calls the Dealer's "One-Heart" or "One-Spade" bid it is an indication of weakness in the suit declared and also great strength in the suit in which he has over-called.

Fourth.—That when he over-calls the Dealer's "One No-Trump" bid with Diamonds or Clubs it indicates a weak hand, but an over-call in Hearts or Spades may be made from either strength or weakness.

Fifth.—That when he raises the Dealer's suit declaration, after an over-bid by the Second Player, it shows a hand worth two tricks at least.

Sixth.—That when he increases the Dealer's "One No-Trump" declaration, after an over-bid by the Second Player, it shows protection in the Adversary's call and a good assisting hand.

Seventh.—That when he changes the Dealer's "One No-Trump" declaration, after an over-bid by the Second Player, it shows an assisting hand without protection in the Adversary's suit.

FOURTH LESSON

DECLARATION BY THE FOURTH PLAYER

If the Dealer has declared "No-Bid" and the Second and Third Players have passed, what should guide the Fourth Player's declaration?

The game-making capacity of his hand.

If he holds a hand with which he thinks there is a fair chance of winning the game with average assistance from the Partner he should make a declaration, otherwise it is much wiser to let the deal pass.

Why should the Fourth Player pass with a fairly good hand even if it is not a game-maker?

Because it re-opens the bidding, and gives the Adversaries the opportunity of showing long weak suits on the second round of bidding, which otherwise they could not have done, and by so doing often arrive at game-making declarations.

If the Dealer has declared "No-Bid" and the Second Player has made a one-trick call and the Third Player has passed?

Then the Fourth Player's situation is changed materially.

He can rely on his Partner for valuable assistance in the suit he has called or the ability to play the trump he has bid.

The Fourth Player is now enabled to estimate the value of his hand as a game-winner and can declare accordingly.

What strength is necessary for the Fourth Player to declare "One-Club" or "One-Diamond" if the other Players have passed?

At a love score it would be necessary to hold an established suit, or a suit that could be established in one round with a sure card of re-entry—a hand that would be of valuable assistance to a No-Trump make by the Partner, for at that score there would be little chance of making game with Clubs or Diamonds as trumps.

As the Partner has passed, his hand must be a light one but may be protected in two suits,

sufficient to declare No-Trump if the Club announcement can be depended upon to yield five or six tricks. With a less powerful hand it is poor policy to re-open the bidding.

When the Dealer has declared "One No-Trump" and the Second and Third Players have passed?

Then the Fourth Player, with any five-card suit, which can be cleared on the first round, such as Ace, Queen, Jack, and two small ones, or Ace, Jack, 10, and two small ones, with an outside Ace, should always over-call, to direct the lead of the Partner should the Dealer win the declaration with his No-Trump bid.

By such a lead his suit is cleared before the entry card is taken out, and the game probably saved.

If the Dealer has declared "One No-Trump" and the Second Player has over-called with "two" in any suit, and the Third Player has increased with "Two No-Trumps"?

The Fourth Player should be very cautious about raising his Partner's bid.

A contract of "three" or "four" tricks is an almost impossible achievement against two No-Trump hands, and such a raise should never be made unless to the score.

For example: The score is 0–0, second game (first game won by Fourth Player and his Partner).

The Dealer has bid "One No-Trump."

Second Player, "Two-Hearts."

Third Player, "Two No-Trumps."

The Fourth Player should hesitate about raising the Heart bid to "three," even holding three tricks (which number is necessary to raise a forced bid such as the "Two-Heart" call).

The Adversaries surely hold a guarded Honor in Hearts with the outside strength of "Two No-Trump" hands as well, and it would be better to try and save the game rather than to run the risk of a defeated contract with no chance of making game on the Heart call.

If the score is 0–12 in favor of the Opponents on the Rubber game, and the bidding the same, the Fourth Player should increase his Partner's Heart declaration, with fair assistance, for if the Adversaries make their contract it means game

and Rubber, and it is better to suffer the loss of one trick than to lose all chance of winning the Rubber eventually.

What inferences should be drawn from the Fourth Player's declaration?

First.—That any declaration he may make after all the other Players have passed indicates a powerful game-making hand.

Second.—That if he declares "One-Club" or "One-Diamond" an established suit is indicated.

Third.—That when he declares two tricks in any suit over the dealer's "One No-Trump," it indicates his desire to have that suit led to him should the Opponents increase their No-Trump bid and thus win the make.

Fourth.—That when he increases his Partner's forced bid it shows at least three tricks in his hand.*

* See lesson on "The Count of an Assisting Hand."

FIFTH LESSON

THE COUNT OF AN ORIGINAL TRUMP HAND

If the Player wishes to make a trump declaration, by what method can he best estimate the number of tricks in his hand?

By taking as the basis for calculation that the cards of the different suits, which the declaring hand does *not* hold, are evenly divided between the other three hands—consequently, with length and high cards of a suit, there is every probability that he will lose but few tricks in clearing it. On this assumption, the Player holding a trump declaration may safely make it, as he will probably be able to exhaust the Adversary's trumps and then establish and bring in any side suits he may hold.

In what order should the hand be counted?

First, the trumps should be valued. Each Ace, King, or Queen, which the Player does *not* hold, should be counted out as a lost trick.

If the suit holds seven cards, headed by Ace and King, the adverse Queen need not be counted out, for it is a fair deduction that the leads of Ace and King will exhaust the Adversaries of that suit, thus making every card in the trumps a winning one.

Is the Jack ever counted out as a losing card?

Yes, the adverse Jack should be counted out as a losing card unless the suit is headed by the Ace and King. If the suit is of great length, *i. e.*, six or more, to the King and Queen, it can probably be established in two rounds and the Jack then need not be taken into consideration.

If the trumps include four Honors, an extra trick can be added to the value of the hand on account of their worth in the Honor column.

Examples of Counting Trumps

TRUMPS	WINNING CARDS	LOSING CARDS
A K 8 5 4 3 2	7	O
A K 6 4 3 2	5	1 Q
A K Q J 2	6*	O
A K 10 5 3	4	1 Q
A Q J 8 5 2	5	1 K
A Q 6 5 3	3	2 K J
K Q 9 5 4 3 2	6	1 A
K Q 8 6 5 4	5	1 A
K J 10 6 4	3	2 A Q
Q J 8 5 3 2	4	2 A K
Q J 10 3 2	3	2 A K

Are the side suits in a trump hand counted in the same way?

Yes, with the exception of the added value (of one trick) for the four Honors.

Can a missing suit or a singleton be counted as adding strength to a declaring hand?

Emphatically no.

It must *always be remembered* that a singleton or a missing suit, which is such an element of

* Add one trick for four Honors.

strength in an assisting hand, is a *menace* in a declaring one (unless the trump suit is of great length), as there is always danger in having the strong hand forced to trump.

This often leaves an insufficient number to exhaust the Adversaries' trumps and a possibility of the last trump being left with them, thus enabling them to bring in *their* long suit instead of the Player making *his*.

For this reason missing suits and singletons should be counted as elements of *weakness* rather than of strength when estimating the value of an original trump hand.

If the Player has made a trump declaration and has been over-called by the Opponents, how strong a hand should he hold to warrant an increase of his own suit?

If the over-call has been made on the Player's left and the Partner has passed, his hand can be credited with but one trick only,* so that any increase of the original make would be extremely dangerous with a hand holding less than *six tricks*.

* See lesson on "The Count of an Assisting Hand."

To justify a second raise, *eight tricks* must be held.

Examples of Counting a Trump Hand

HEARTS DECLARED

	TRICKS WON	TRICKS LOST
♠ 10 5	0	2
♡ A K Q 6 4	5	0
♢ 8 3	0	2
♣ A 10 3 2	1	3
	6	7

A hand which justifies a raise to "two" if necessary, counting on *one* trick from Partner.

	TRICKS WON	TRICKS LOST
♠ 4	0	1
♡ K Q J 10 4	5	1
♢ A Q J	2	1
♣ 8 6 4 3	0	4
	7	7

An extra trick is counted for four Honors, in trumps.

		TRICKS WON	TRICKS LOST
♠	3	0	1
♡	A K Q 5 3 2	6	0
◇	8	0	1
♣	A Q J 10 5	4	1
		10	3

A hand which can be raised to a bid of "four."

		TRICKS WON	TRICKS LOST
♠	Q J 5	1	2
♡	Q J 10 4 3 2	4	2
◇	A K	2	0
♣	5 4	0	2
		7	6

A hand which can be raised to "two" or to "three" if supported by Partner.

Is it wise to always bid exactly according to the value of a hand?

Usually, but there are times when it is better policy to over-bid the trick-taking capacity of a hand by *one trick.*

It is rarely advisable, however, to go further

than this, for, even with the most accurate counting of a hand, an unequal distribution of a suit may enable the Adversaries to establish a cross-ruff, and many more tricks thereby lost than it is possible to calculate upon.

What should govern this over-bidding of a hand?

The state of the score entirely.

If the Adversaries are a game in and their declaration seems likely to win the Rubber, it is good policy to over-bid the hand one trick, and the possible loss of 50 or 100 points should be cheerfully accepted rather than to allow the Opponents to win the game.

The habit of over-bidding a hand, however, cannot be too strongly condemned.

The greatest danger lies in the false information conveyed to the Partner, who, relying on the soundness of the original make, will support it to the capacity of his hand.

Heavier losses can be charged to this practise than to any other.

If these rules are followed, will they insure against losses due to incorrect bidding?

Not always, for unusual distributions of the cards cannot be calculated upon, and a hand will at times fall short by several tricks of its estimated value, and again may exceed it, owing to the location of the Adversaries' high cards.

If this system of counting is followed persistently, however, the Player will be rewarded by incurring fewer losses than if he bids only upon the good looks of his hand.

Then, in estimating the value of a trump hand, what order of counting should the Player follow?

First.—The number of winning cards in his trump suit.

Second.—He should add these to the winning cards in the plain suits.

Third.—Then add *one* from the Partner's hand, if he has *not* raised the original declaration, and *two* if he has.*

Fourth.—On the Rubber game he should overbid the hand by *one* point if the Adversaries are likely to make game on their declaration, but should *go no further than this.*

* See lesson on "The Count of an Assisting Hand."

SIXTH LESSON

THE COUNT OF AN ASSISTING HAND

If a Player has made a trump declaration and has been over-called by the Opponent, what should guide his Partner in raising his bid?

The number of tricks in his hand.

The Player when making his original declaration has counted upon *one trick* in his Partner's hand, as it is a very unusual distribution of the cards which will render a hand trickless, consequently a hand must be worth *two tricks* to justify a raise by the Partner, and he can re-raise on each additional trick his hand may hold.

Of what must these tricks consist?

Aces and Kings. The Queen of trumps even once guarded is considered a trick-taker, but all other Queens and Jacks must *not* be counted upon in this capacity.

When void of a suit (and holding two or three small trumps) two tricks may safely be counted

upon by ruffing, and a singleton (with two or more trumps) can be counted as worth one trick.

A singleton Ace is worth two tricks, one in itself and one by ruffing the second lead of the suit to which it belongs.

Is it advisable to raise with four or five trumps without some outside strength?

To increase with trump *length* alone is usually dangerous, as the trumps in the two hands are apt to fall together. Six trumps, however, may be counted as worth one trick.

The Ace, King, and Queen are counted as tricks (the two latter being sufficiently guarded), simple Honors may be counted as worth two tricks, but other trumps than these cannot be valued in that capacity.

If the hand contains a singleton or is void of a suit, low trumps are useful for ruffing, but then the raising capacity of the hand lies in its ability to ruff and not in the number of trumps it holds.

Then trumps are not necessary if the hand holds the requisite two tricks in the side suits?

Two trumps are absolutely necessary for a safe raise, and unless holding them (even with two outside tricks) the Partner should pass.

The usual holding of trumps for an original declaration is five, and unless the Partner holds two the Adversaries have the majority—a very dangerous distribution even with strong side cards.

If the Player raises his own declaration on the second round of bidding, then the Partner, even with a singleton trump, is justified in supporting him, holding strength in the outside suits, for the Player has shown a very strong hand, with a probable holding of six trumps.

Examples of Counting an Assisting Trump Hand

SPADES DECLARED

	TRICKS
♠ J 6 3	0
♡ Q 10 5 3	0
♢ K J 5	1
♣ A 8 2	1
	2

This hand can raise once, as it is worth two tricks, but can go no further.

	TRICKS
♠ 8 7 3 2	0
♡ 8 7 6 3 2	0
◇ A K 4	2
♣ A	2
	4

This hand can raise three times as it is worth four tricks.

	TRICKS
♠ Q 8 3 2	1
♡ Q J 8 4	0
◇ J 9 4	0
♣ 10 2	0
	1

This hand must pass as it holds but one trick, which the Partner has already counted upon.

	TRICKS
♠ J 8 5 3 2	0
♡ Q 6 5 4	0
◇ A 5 4 2	1
♣ ———	2
	3

This hand can raise twice, holding three tricks.

Does the state of the score influence the bidding of an assisting hand?

No, for the duty of an assisting hand is to give an honest, accurate accounting of the tricks it holds with which to help the Partner's original declaration, leaving it to the Partner's judgment to over or under bid his own hand.

The assisting hand should be most careful in distinguishing between a *free* and a *forced* call by the Partner.

He should credit a forced call with no greater strength than would warrant an original one-trick bid, consequently he should never raise it unless holding *three sure tricks*—tricks, too, in suits that have not been shown on a previous call.

Example of Raising a "Forced Call"

Dealer bids "One-Heart." Second Player, "Two-Diamonds." Third Player, "Two-Hearts." The Fourth Player must credit his Partner with no greater strength than if he had made an original "One-Diamond" call (he being forced to call "Two-Diamonds" to show the suit at all), and if he raises this forced bid it must

be with a hand worth *three tricks*, for he is practically raising a one-trick call to three tricks.

What is the exact meaning of "tricks that have not been shown on a previous call"?

If the Dealer has made an original declaration of "No-Bid" and Second Player passes, Third Player calls "One-Diamond," the Fourth Player, "One-Heart." The Dealer now declares "One-Spade" and the Second Player over-calls with "Two-Hearts."

The Third Player cannot now increase his Partner's Spade call with the tricks in his Diamond suit, for these have already been shown, and counted by the Dealer, when making his Spade declaration.

If holding strength outside the Diamond suit, of course a raise is permissible.

This point should always be kept in mind as it is just as important in raising a free as a forced call—*not to use the same material twice.*

If the Player has made a "One No-Trump" declaration and has been over-called by the Opponents,

what should influence his Partner in raising his bid?

It is difficult to raise the Partner's "One No-Trump" bid with the same degree of accuracy that can be done with his suit declaration.

Two tricks are still necessary for an increase, and these should consist of Aces and Kings, and a *guarded Honor in the suit declared by the Opponent.*

Is a once-guarded King sufficient protection in the Adversary's suit?

A King once guarded is counted as a trick, but thought should always be given before increasing the Partner's contract (either at trump or No-Trump), as to whether the suit to which the King belongs has been declared by the Adversary on the left; if it has been, it can be led through and lost.

What inferences can be drawn by the Player when his Partner supports his trump call?

First.—That on his first raise he shows *two* sure tricks and at least two trumps.

Second.—That if he increases a second time *three* tricks are promised.

Third.—That on the third raise the hand holds *four* sure tricks.

Fourth.—That if the Partner passes, after an over-bid by the Opponent, his hand *denies* two tricks and only *one* can be counted upon with safety.

Fifth.—That if he increases a forced call three tricks are indicated in his hand

Sixth.—That if the Player's No-Trump declaration is increased by the Partner, a guarded Honor in the Adversary's suit is assured and a good assisting hand.

SEVENTH LESSON

THE GENERAL DECLARATION

After the first round of bidding, what should influence further declarations?

The second round of bidding shows the real ability of the Player, for it requires sound judgment, good card sense, and the correct drawing of all inferences from the previous bidding to decide wisely as to the next step.

Four courses are open to him if he has been over-called:

To increase his or his Partner's original declaration,

To change to another make,

To double the Adversary's bid, or

To pass.

The strength of the hand and the state of the score must be the guides in choosing which to follow.

Is it better to bid for game or with the object of defeating the Adversaries?

All the large Rubbers are made by the penalties acquired through the failure of the Opponents in fulfilling their contracts rather than by the trick points won.

If a Rubber is too quickly made it is bound to be a small one, whereas, if the Adversaries' declarations are nursed along and then defeated the points thus gained roll up into large figures; consequently, at certain states of the score it is more profitable to defeat the Adversaries than to make game.

At what state of the score should this practise be followed?

When the Rubber is not in jeopardy, that is, when the Player has won the first game.

At such a score, if his hand holds four or five cards to an Honor of the Adversary's trump bid, it is better to pass even if the rest of his cards should warrant a declaration.

With such strength as he holds, it is a certainty that the Opponents cannot go game, and a strong probability that he will defeat their contract.

This situation should be carefully considered for it is the controlling principle of all good bidding.

Better to defeat the Adversary than to play for game, unless their declaration is dangerous at the score.

The above principle is calculating against the Adversary's bid when holding a strong hand, what should be the course when holding a doubtful one?

To leave the Opponents in with their declaration, if they cannot go game, and let them make their contract, but bid to the capacity of the hand if the game or the Rubber is in danger with their make.

The intermediate scores are comparatively of so little importance in Auction that the chief consideration in making declarations is whether a hand is a game-winner (and should be bid for that purpose), or whether to use its strength for defeating the Adversary's contract.

These are the two vital points around which good bidding revolves, and the decision is always influenced *by the state of the score.*

If the Dealer has bid "One No-Trump" and has been over-called by the Fourth Player with "Two-Diamonds" — Dealer holding this hand — what should he do?

♠ A Q 8
♡ A 6 4
◇ K 10 8 7 6
♣ 9 5

Pass, as his *only long suit* has been declared by the Opponents.

This renders it improbable that he will make more than one or two tricks in the suit, and the hand holds little else of value.

It is much wiser to use its strength toward saving game, or possibly defeating the Opponents, than to risk a doubtful "Two No-Trump," with little chance of making game.

What strength is required to safely increase an original No-Trump bid over a trump declaration by the Opponents?

Of course a protected Honor in the trump suit is absolutely necessary for the first declaration, but further increase is dangerous, unless holding

two stops in the Adversary's suit, or an established outside suit, where it is only necessary for the hand to get the lead to run it off.

With scattered strength and only one stop, in the adverse call, it is much wiser to pass and leave the raising to the Partner.

He will increase if he has the requisite strength, and unless he has, the combined hands do not warrant a two-trick call.

Is it ever wise to bid as high as four or five tricks on a hand?

There can be distributions of the cards which would make such a declaration comparatively safe.

A two-suit hand against a two-suit hand. Long, powerful trumps, a strong outside suit, and only one or two in the Adversary's bid—the losing cards can easily be counted.

Such a hand is practically invincible.

To account for this high bidding, the other two suits must be divided in the same way in the Opponent's hand, and an interesting position develops and spirited bidding is the result.

Has the score any influence on such high bidding?

Yes. *If the fulfilled contract of four tricks will not make game,* it is unwise to assume such a responsibility.

When bidding with Clubs or Diamonds as trumps, at a love score, unless the hand, in combination with the Partner's, will count up to five tricks (thus making game) it is injudicious to bid as high as "four."

What is meant by the term "forcing up" the Adversary?

It is to a certain extent calling above the true value of a hand, with the object of forcing the Opponents to a still higher call, then to either double or defeat their contract at the increased bid.

The two considerations which would justify this over-bidding are

First.—If the Opponents have made a call with which they will win the game should they fulfil their contract, and

Second.—If the hand is sufficiently strong to

defeat, or double them, if they are forced up to a higher call.

To over-call the Adversary without these two factors (simply to bid them up) is more than futile, it is dangerous, for they may not take the force and then the Player will be left in, with his inadequate hand, with little chance of fulfilling his contract.

Example of "Forcing Up" the Adversary

Dealer, "One-Spade." Second Player, "Two-Clubs." Third Player, "No." Fourth Player, "No."

If the score is 0–20 in favor of the Adversaries, the Dealer will bid "Two-Spades" (for the fulfilled contract of "Two-Clubs" means game), hoping that the Clubs will be forced to a bid of "three" and that he can defeat this increased call.

With a love score, and the bidding the same, the Dealer on the second round would not continue his suit, unless with a game-making hand, for there is very little chance of the game being made with Clubs.

To repeat, the intermediate scores are comparatively of so little value in Auction that it is always wiser to let the Opponents work for them.

If the Player has declared "One-Spade" and has been over-called by the Partner with "Two-Diamonds" (which would show great weakness in Spades), and he in turn finds that his own hand holds but one, or none, of the Diamond suit, what should influence him in his further bidding?

The number of his Spades.

If he holds six, he should over-call his Partner's Diamond declaration with a bid of "Two-Spades," arguing that if the Partner holds even *one* Spade it gives the Player the majority, and the Diamonds can be brought in as a side suit.

If, however, he holds but *five* Spades (unless they contain the three or four top Honors, when he should over-call), he should leave the Diamond call with his Partner, trusting they are of greater length than his Spades.

The above situation often arises. A Player's declaration being over-called by his Partner, with

a suit of less value (showing weakness in the original call), and he in turn being short of his Partner's suit.

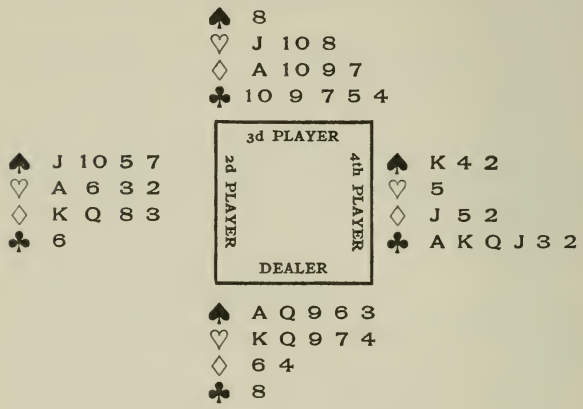
The length and strength of his trumps should decide his further bidding.

If holding a hand containing two suits of equal strength and game-making capacity, which should be declared first?

The one of greater value always—for instance, if a hand contains a legitimate declaration of both Spades and Hearts, the Spades should be declared first.

If the Adversaries should over-call, and the Partner passes, the Hearts can be shown on the second round of bidding. The Partner now can take his choice by either letting the Heart bid stand, or changing to "Two-Spades," without increasing the contract. Whereas, if the Hearts had been called first, and the Spades shown with a call of "two" on the second round of bidding, over the Adversaries' declaration, the Partner would be forced up to a "Three-Heart" bid if this declaration better suited his hand.

Example



First Round

Dealer, "One-Spade." Second Player, "No." Third Player, "No." Fourth Player, "Two-Clubs."

Second Round

Dealer, "Two-Hearts." Second Player, "No." Third Player, "No." Fourth Player, "No."

Had the Dealer shown his Hearts first, and on the second round of bidding his Spades, the Partner would have had to declare "Three-Hearts" to show his preference for that suit.

EIGHTH LESSON

DOUBLING

When the Player doubles a declaration of the Adversary, what does he contract to do?

To defeat their declaration. In other words, he announces that his hand (in combination with his Partner's) is sufficiently strong to keep the Adversaries from fulfilling their contract.

What should influence a Player in doubling the Adversary's declaration?

The strength of his hand (in combination with that of his Partner's), the state of the score, and principally the number of tricks the Adversaries have contracted to take.

How strong a hand is necessary to double the Opponent's call?

Enough probable tricks (taken in combination with the Partner's hand) to break the Opponent's

contract. *Doubling should never be done on a doubtful hand.*

The penalties the Doubler incurs (in the event of failure) are too heavy to be risked lightly. He is playing for only an extra 50 points per trick—all he can get if he succeeds. On the other hand, the Player, if he fulfils his contract (after having been doubled), gets not only his bonus of 50 points for making good his contract, and 50 points as well for every over-trick, but also the *doubled* value of these tricks scored below the line toward game. It behooves the Player, when tempted to double, to take all these points into consideration and count his hand carefully.

At what state of the score is it most advantageous to double?

If the score is such that the Adversaries' fulfilled contract will win the game, then a double is in order—this is known as a "free double." The odds are not so great then, for should the Doubler fail, he does not feel that his having doubled has given the Adversaries the game as well as their increased trick score.

A double of a "Two-Heart" declaration, if the Adversaries are 16 or more toward game, is an illustration of this point. They will win the game in any case if they fulfil their contract, thus making it an excellent time for doubling. Whereas, take the same declaration of "Two-Hearts" at a love score, and the situation is entirely changed. A double would now give the Adversaries their game, if they fulfil their contract, which they would not have won undoubled.

How does the number of tricks of the Adversaries' contract influence the Player in doubling?

The more tricks that the Adversaries contract to take, make fewer necessary for the Doubler to win to beat them. Also it gives them less chance to change their declaration after being doubled without obviously over-bidding their hand.

Is it ever wise to double a one-trick suit call?

There is a convention now used which gives the doubling of a one-trick bid a new significance. When the Dealer declares "one" in any suit, and

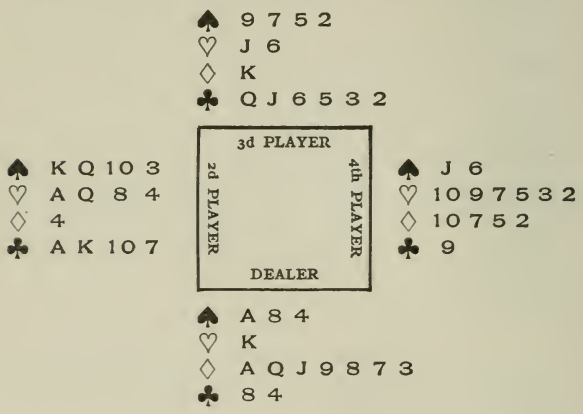
the Second Player doubles, it indicates a powerful No-Trump hand, with weakness only in the suit declared by the Adversary. This information the Partner of the Doubler uses to the best advantage of his hand in making a declaration, for he must not let the "double" stand.

This convention should never be used with a hand less powerful than one holding *two high Honors in three suits;* the Partner can then safely declare No-Trump if holding protection in the Adversary's suit, even if his hand contains little else of value.

But if the Fourth Player does not hold the protection in the Adversary's suit, should he leave his Partner's double in?

No. He should change to the longest suit he may hold regardless of its weakness. He can depend on the strength of his Partner's hand to supplement his length in the trumps, and with the high cards of the other two suits there is little danger of his not fulfilling his contract.

Example of Hand with Which the Second Player May Double the Dealer's Trump Declaration



First Round	Second Round
Dealer, "One-Diamond."	Dealer, "Two-Diamonds."
2d Player, "Double."	2d Player. "Two-Hearts."
3d Player, "No."	3d Player, "No." 4th Player, "No."
4th Player, "One-Heart."	Dealer, "No."

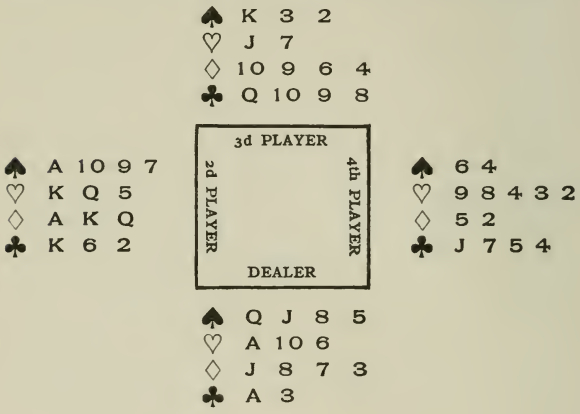
Can the same inference be drawn with the doubling of an original two-trick suit call?

Exactly the same, and the Partner is obliged to declare (if the Third Player passes) his longest suit, even if it holds but four cards.

If the Dealer has declared "One No-Trump"?

It often happens that the Second Player holds a hand on which he would have made the same announcement, but unless he holds a very strong hand he would better pass, hoping to defeat the contract or at least save the game. Should his hand, however, be well protected in three suits (two high Honors in each) he can double to convey such information to his Partner, who again bids his longest suit and becomes the Player, thus catching the Dealer's original No-Trump between his own and the Second Player's powerful doubling hand. If the Fourth Player holds an Honor in three suits, even if they are Queens and Jacks, he can declare "Two No-Trumps," for by becoming the Player he can lead his Honors *through* the Dealer's hand to the powerful Dummy beyond, thus placing the Dealer's cards to great disadvantage. But to insure success for this convention too much emphasis cannot be placed on the strength necessary for the doubling hand to hold. *Two high Honors* in three suits *at least* is the minimum on which a hand should double either an original Trump or No-Trump hand. To do it on less spells failure.

Example of Hand with Which the Second Player May Double the Dealer's No-Trump Declaration



First Round

Dealer, "One No-Trump." Second Player, "Double." Third Player, "No." Fourth Player, "Two-Hearts."

Second Round

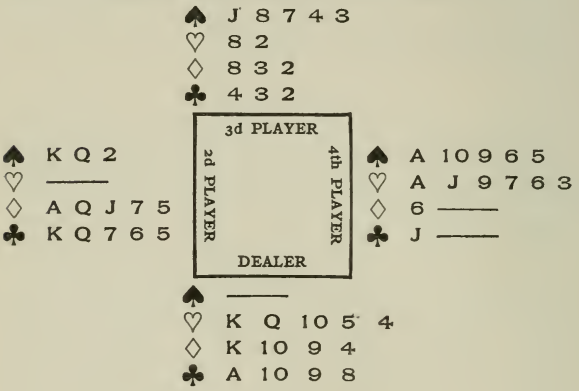
Dealer, "No." Second Player, "No." Third Player, "No."

This hand is one of interest, for if the Dealer is left in with his "One No-Trump" declaration he can make it, whereas, by the "double," the fourth hand becomes the Player and wins the game with Hearts as trumps.

If the Partner of the Doubler of a "one-trick" call held unusual strength in the adverse declaration, would it not be good policy to let the double stand and break the contract?

Yes, if the hand is a very strong one, but so many tricks are required (seven) to break a one-trick contract that the Fourth Player seldom holds the necessary cards. But should it so happen that he does, the state of the score would affect his decision materially. If the Rubber is in question, the game should be played for, but being a game in, the Fourth Player should allow the "double" to stand, if convinced that the strength of his hand was sufficient to produce a heavy penalty.

Example of Hand with Which the Fourth Player Can Let the "Double" Stand, or Play for Game, According to the Score



First Round

Dealer, "One-Heart." Second Player, "Double." Third Player, "No." Fourth Player, "No," if a game in—or "One-Spade" if playing for the Rubber.

How does the Partner recognize this convention?

Because the doubling of a one-trick declaration to show protection in the Adversary's suit has

been discarded as unsound, for if the Partner held poor cards, and could not take advantage of the information given, the double often gave the Dealer game, which he otherwise would not have made; therefore the only other information such a double could convey would be the powerful outside hand and lack of protection in the adverse call.

Does the state of the score affect the double of the one-trick bid?

Yes—this double should never be made unless the original declaration will make game at the score, or the doubling hand needs but two tricks to go game himself. For instance—if the Dealer's score is 20 and he declares "One No-Trump," his contract will give him game, and with the advantage of the open Dummy and average cards, he can usually make it—this is the time the Second Player should double, if he holds the requisite cards, so as to force his Partner to be the Player to save the game. Again, if his

own score is 18 or over, then he should double, hoping to go game himself. The doubling hand rarely makes game at a love score, and it is too dangerous a convention to risk defeat, for a few intermediate tricks.

What strength is necessary to double a "two" or "three" No-Trump bid?

An established suit, or one which can be established in one round, and an outside Ace for re-entry. A hand in which the necessary tricks to defeat the Adversary's contract can absolutely be counted (taken in conjunction with the tricks shown by the Partner). To double on all-round strength is dangerous unless the No-Trump bid has gone as high as "four."

Does the position of the doubling hand make any difference?

To double a trump call when the declaration has been made on the Doubler's left is obviously poor judgment, as it locates the trump and suit

strength to the Declarer and enables him to lead through the hand and finesse his cards to advantage.

If a Player has so strong a hand as to leave him in doubt as to whether he will double the Adversary's declaration or play for his own game, what should guide him?

It is usually the state of the score which influences his decision. If he has won the first game so that the Rubber is not in question, and his hand warrants it, he should double and play to defeat the Adversaries, thus increasing his Honor score. On the first or Rubber games it is wiser to play for game.

What is meant by an "Informatory Double"?

One which informs the Partner of the holding of high cards in the Adversary's declaration and is usually done over the Partner's original No-Trump call and the Second Player's trump bid.

For example: Dealer, "One No-Trump." Second Player, "Two-Hearts." If the Third Player holds more than ordinary protection in the

Hearts, that is, four or five, including two Honors, with perhaps an outside trick, he should double rather than increase the Dealer's No-Trump.

This double informs the Dealer of greater strength in the Opponent's suit than would a "Two No-Trump" bid and leaves him in the enviable position of being able to continue his original call with a good chance for game or of allowing the double to stand with a practical surety of defeating the Adversaries.

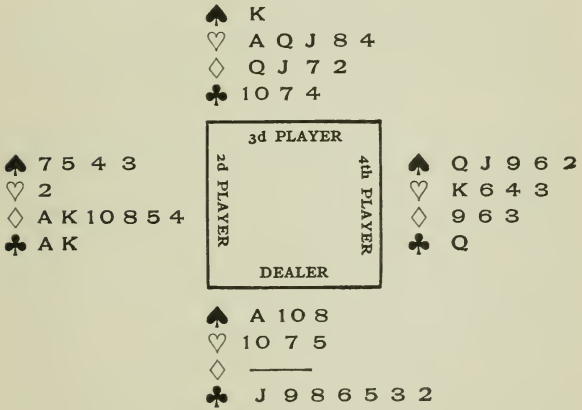
If a Player's bid has been doubled, should his Partner change the declaration if possible?

The Partner of the Player who has been doubled is usually in doubt as to what is expected of him, for there is a prevailing feeling that an effort must be made by him to change the bid at any cost. To do so on a declaration that is uncertain of fulfilment is to court disaster and *should never be done.*

If a Player has doubled an adverse call and the Partner can give no assistance to the double, what should he do?

Change the declaration if possible, usually back to the original one on which he and the Player had been bidding before the Player had doubled the Adversary's make.

Example



First Round

Dealer, "No-Bid." Second Player, "One-Diamond." Third Player, "One-Heart." Fourth Player, "Two-Diamonds."

Second Round

Dealer, "Two-Hearts." Second Player, "Three-Diamonds." Third Player, "Double." Fourth Player, "No."

Third Round

Dealer, "Three-Hearts." Second Player, "No." Third Player, "No." Fourth Player, "No."

Under what conditions should a Player re-double?

Only when he is *absolutely sure* of enough tricks to fulfil his contract and when there is no declaration to which the Adversaries can change without over-bidding their hands. Unless such is the case it is better to refrain from re-doubling. If, however, the Partner of the Player who has been doubled holds more support in his hand than he has shown by his previous bidding (and has confidence in the soundness of his Partner's original declaration), he is justified in re-doubling.

NINTH LESSON

LEADS AND DISCARDS

Leads

When the bidding is concluded and the final declaration won with a trump bid, what should govern the opening lead?

If the Dealer has won his declaration without any opposition, *i. e.*, if the other three Players have passed, the first lead should be as at Bridge.

LEAD	WHEN HOLDING
KING	Ace, King, and others (from Ace, King, ONLY lead Ace)
KING	King, Queen only or with others (excepting King, Queen, x, then wait to be led to)
A SINGLETON	If holding two or three small trumps
ACE	A suit of four or more
QUEEN	Queen-Jack-10, or Queen-Jack-9
JACK	King-Jack-10, or Jack-10-9

LEAD	WHEN HOLDING
THE HIGHER OF A TWO-CARD SUIT	Except Ace-Queen, Ace-Jack, King-Jack, or King-x
FOURTH BEST FROM STRONGEST SUIT	This is an excellent lead, if holding four or five trumps to an Honor If the Dealer can be forced on the long suit, there is a good chance of the Leader being left with the last trump, and thus be able to make his long suit

If the Dealer has won the final declaration with a trump, over a suit bid by the Fourth Player, what should be the first lead?

Usually the highest card of the suit called by his Partner, but if the Leader holds an Ace-King suit, or a singleton, the lead of the King or the singleton is the stronger.

In the first instance, the lead of the King affords a look at the Dummy and shows the re-entry of the Ace to the Partner.

In the second instance, the lead of the singleton offers a good opportunity for ruffing if the hand holds the first or second stop in trumps (*i. e.*, either Ace or King) with two or three small ones.

If the singleton is led before the Partner's suit, why is it necessary to hold the Ace or King of trumps?

Because this lead may establish that suit for the Declarer, and if it does, and he holds all the high trumps as well, the game is his, and the Leader would be responsible for the loss of the high card of the Partner's suit.

But if the Leader can stop the trump suit (after the Declarer has won his singleton lead), he can play for his Partner's suit and get a return lead of the suit to which his singleton belongs, thus making one small trump, and perhaps more, if these leads can be repeated.

How does the Partner recognize a singleton lead?

When the Leader opens with a suit other than the one his Partner has called, and then later leads his Partner's suit, a singleton is shown in the suit first led, and this suit should at once be returned for a ruff.

Should the highest card of the Partner's suit always be led irrespective of the number held?

Always, if the final declaration has been won by a trump make.

There is so little chance of a long suit being brought in against a trump declaration that the high cards should be made as soon as possible.

If the declaration has been won with a No-Trump bid, what should govern the opening lead?

If the Dealer has won the declaration without any intervening bids, the Leader should open his play as at Bridge.

LEAD	WHEN HOLDING
ACE	A, K, Q, x x x, or more A, K, x x x x x, or more A, K, J, x x x, or more. This lead calls for Partner's Queen, unless thus playing it makes a trick good in Dummy A, Q, J, x x x x A, Q, J, x x, or more when holding another Ace
KING	A, K, x x x x, } when holding A, K, x x x, } another Ace A, K, J suits K, Q, J suits K, Q, 10 suits

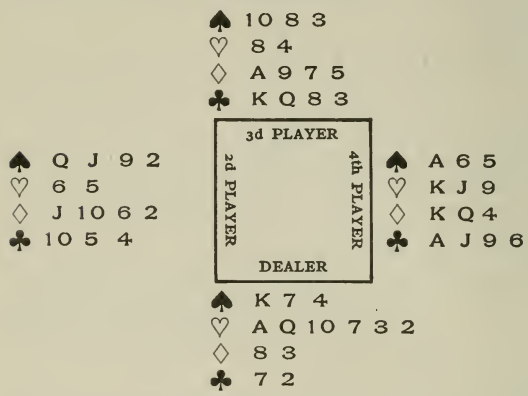
LEAD	WHEN HOLDING
QUEEN	A, Q, J suits, unless holding another Ace Q, J, 10 suits Q, J, 9 suits
JACK	A, J, 10 suits K, J, 10 suits J, 10, 9 suits J, 10, 8 suits
10	10, 9, 8, x x 10, 9, 8, x
	Not holding above combinations, lead fourth best from longest suit

Then the long suit should always be opened on the initial lead against a No-Trump declaration ?

Yes, it is always wiser to open the long suit, even with the chance of its being stopped twice by the Player. Any other lead is very likely to sacrifice a high card in the Partner's hand, and put the Player's cards to advantage. Whereas, if the long suit is opened and later in the game the Partner is able to secure the lead, he can return his Partner's suit through the Player's hand, thus

often enabling all the cards of the long suit to be made.

EXAMPLE



Dealer, "One-Heart." Second Player, "No." Third Player, "No." Fourth Player, "One No-Trump"—*Lead,* 4th best Heart.

If the Dealer has won the final declaration with a No-Trump over a suit bid by Fourth Player, what should be the first lead?

Usually the Partner's suit.

The Leader should never hesitate to play for his Partner's suit on account of the probable protec-

tion held in it by the Declarer. It is much better for the Leader to clear the suit before his Partner loses any re-entry card he may hold.

Should the Leader hold a suit of at least five cards, which can be established by one lead, and a *sure re-entry as well*, then he may play for his own suit.

The size of the Partner's declaration, however, should influence this lead. If he has bid up to "two" or "three," and the Leader holds more than one of the suit, he should play his Partner's suit on the initial lead.

Should the highest card of the Partner's suit always be led if the declaration has been won by a No-Trump bid?

Not always; it depends on the number of cards held in that suit. Holding two or three, the highest is played.

With four or more, the fourth best should be led, unless the suit is headed by the Ace, or by Honors in sequence, then the top card should be played.

What advantage does this method of leading possess?

It keeps a high card beyond the strength of the Declarer's hand and enables the Partner to count the cards of his suit. For example: If the Leader holds four to the King of the suit his Partner has bid, he leads the fourth best.

The Partner wins with the Ace (supposing his suit contains five, or six, to Ace, Jack, 10) and returns the Jack through the Declarer's Queen, which card he must hold to justify his No-Trump bid.

If the Declarer covers with the Queen the Leader has the King beyond—if the Declarer plays low the Leader does the same, allowing the Jack to win, and another lead through the Queen follows, which must eventually fall under the King, thus making every card in the suit a winning one.

If the Declarer holds the Ace of the suit no harm is done, as he would have won the trick in any event.

What is known as the Rule of Eleven?

When the Leader leads any card below a 10, the Partner and Declarer should deduce the spots

on it from eleven. The remainder is the *number* of cards *higher* than the one led, *outside* the Leader's hand.

A proficiency in applying this rule is absolutely necessary for keen play, as it not only places the high cards of that suit, but makes it comparatively easy for the Declarer to detect a short lead.

If he can count more cards outside the Leader's hand than the difference in spots between the card led and eleven, he knows that the lead is from the top of a short suit.

Discards

What general rules should govern the Declarer's Opponents in their discards ?

The discard at Auction is from *weakness*. The strong suits have probably been indicated by the bidding, making it unnecessary to show them by the discard. The protection of the hand is the first and most important consideration, and enough cards should be kept, if possible, to guard the Honors of suits in which it seems likely that the Partner is weak and the Declarer strong.

If a Player should hold a suit headed by a ten-

ace, beyond a protected Honor in the Dummy, how is he to indicate to his Partner that he wishes that suit led to him?

By making his first discard as high as the 7 or over, and following at the next opportunity with a lower card of the same suit.

This is known as the "encouragement" discard.

In other words, the discard of the 7 or over shows a desire to have that suit led, and the discard of any card below the 7 indicates weakness in that suit.

If a Player has led one suit and later in the game discards a high card of another it shows a re-entry in the latter suit.

How is it possible to keep all Honors guarded if many discards have to be made on a long suit?

It is not always possible and it is sometimes very difficult to know which Honor to keep protected.

Strict watch should be kept on the Partner's discards, and the same suit should not be thrown away from both hands.

To deceive the Declarer (by the discard) as to the position of an Honor against which he wishes to finesse is always clever play.

For example: If the Dummy holds a suit, tenace high (*i. e.*, Ace-Queen), and the Fourth Player holds the King beyond, with two or three small cards, a discard of one or two of them on the Declarer's long suit will almost invariably induce him to finesse the Queen, placing the King with the Second Player.

Vice versa, if he has weak cards in the Dummy's tenace suit, it is good policy to hold them and to discard from his strong suit, thus giving the Declarer the impression that he is protecting the King of Declarer's Ace-Queen suit.

TENTH LESSON

THE PLAY OF THE HANDS

Does the play of the Declarer's hand differ in Auction from that of Bridge?

In two essential points only:

First.—The one aim and object of the Declarer after having seen the Dummy is to plan and play his hand *to fulfil his contract;* when this seems reasonably assured he should make every effort *to win the game.*

Second.—That with the inferences drawn from the bidding the high cards can be located with so much greater accuracy that finesses can be taken and suits cleared which would have been hazardous to have attempted at Bridge.

Does not the state of the score influence the play of the Declarer's hand?

Yes, if the score is such that the winning of a game and Rubber is dependent on a successful finesse, which if it failed would lose the contract by *one trick only*, the chance should be taken provided the contract has not been doubled.

At any other state of the score the Player should not endanger his contract by such play, for every trick of an unfulfilled contract means 50 points to the Adversary, and it does not take many of these penalties to give them a large Rubber if they win it.

Does the increased value of the slams affect the play of a hand?

Yes, when the Declarer finds that the game is assured, he makes every effort after that to secure the coveted small or grand slam. A finesse may then be taken which will lose every other trick if it fails, if a slam can be made should the outcome be successful.

Is a hand planned and played in the same general way as at Bridge?

Yes, the same rules which govern trump play, finessing, unblocking, Ace management, second-hand play, and all the many methods which have proved their worth in the play of the Dealer and Dummy hands at Bridge, are as valuable and correct at Auction.

The play is much simplified, however, by the many inferences drawn from the bidding and the original lead.

What inferences can be drawn from the original lead?

If the Leader has declared "two" in any suit over a previous declaration, and has been overcalled by the Player on his right with "Two No-Trumps" and then leads a suit other than the one which he bid originally, the Declarer can feel sure that the Leader's suit is headed by either Ace-Queen, or King-Jack, and that his hand is *void of entry cards.*

He is evidently trying to put the lead in his Partner's hand, in order to have his original suit

led through the Declarer's hand to enable him to finesse.

The inference to be drawn here is that all the Aces and Kings, outside of the Leader's suit, not held by the Declarer or his Partner are in the Fourth Player's hand, and care should be taken to play *through* them rather than *up* to them.

If the Fourth Player has bid a suit and the Leader opens with a small card of another suit, a singleton is probably indicated, which should be taken at once, if possible, by the Declarer and trumps led immediately.

What inferences can be drawn from the bidding?

There are so many that it is hard to enumerate them.

In the first place, the Player must train his mind to remember all the bids.

He must also remember the Players who have passed, for this negative information is most valuable.

If a Player does not increase his Partner's suit call after it has been over-bid by the Adversary, two tricks are denied in his hand.

This confession of weakness the Declarer should bear in mind when finessing his suits, as it enables him to locate the missing Honors with comparative accuracy.

After the final declaration has been won, do the Opponents employ the same methods and principles of play as at Bridge?

Practically the same.

All the general principles are adhered to.

The essential point of difference, however, is to plan not only to take enough tricks to save the game, but to *break the Declarer's contract as well.*

After enough tricks have been won to *save* the game every effort should be made and every chance taken to defeat the Declarer.

A most important point to bear in mind *from the very beginning of the hand* is the number of tricks necessary to accomplish both these objects, so that the Player will not be obliged to stop and calculate during the play.

If but one trick is required to save the game and a finesse is in question, it should not be

taken, for if it is unsuccessful and the Declarer wins the game, it is two chances to one that he wins the Rubber.

Are the "echo" and "continue-the-suit" calls the same as in Bridge?

Yes; when the declaration has been won by a trump call, the play of a high card (other than an Honor), and then a lower one, on *the lead of a King* by Partner, shows no more of the suit and an ability to trump on the third round.

The play of a card as high as a 7 on an Ace led by the Partner shows the King of that suit.

When the declaration has been won by a No-Trump and the Partner "echoes" (a high and then a low card) on an Honor played by the Leader, it asks him to continue the suit and shows him four in that suit.

If a small card is played on the opening lead of an Honor it shows weakness and lack of assistance in that suit; unless the Leader is very strong in it he will change to another to try and find any possible strength his Partner may hold.

What plan of attack should the Leader employ if he has finally doubled a suit call made originally by the Dealer?

He should lead his longest suit hoping that the Dealer is short and that he may thus force his strong trump hand.

If this succeeds he should continue to play this suit each time he regains the lead, and thus weaken the Declarer's trump suit, hoping to be left with the last trump, when he would be able to make such good cards as may remain in his hand.

Then the play of the hands (both Declarer's and Opponent's) is practically the same as at Bridge?

Yes, with the few exceptions mentioned in this lesson.

The would-be Auction Player is seriously handicapped if he has not had a thorough grounding in the rudiments of Bridge, and the following pages have been added in elucidation of such rudiments for those who are not already familiar with them.

TRUMP MANAGEMENT

Dealer's Play

What rules govern the Dealer's management of a declared-trump hand?

It is most advisable, after the first card is led and the Dummy laid down, for the Dealer to map out his plan of play, to take account of his strong and weak points, by asking himself the following questions:

First.—Was the opening lead from a long or short suit?

Second.—How many trumps and which of the Honors are against me?

Third.—What suit shall I play for and in which hand shall I arrange to place the lead after the trumps are exhausted?

Fourth.—Is there a short or a missing suit in the weak trump hand?

Fifth.—Shall I play to make my contract, win the game, or is a small slam possible?

But would this not take so long a time that the other Players would become impatient?

Not so long as it might seem, and if this plan is followed persistently, proficiency will be acquired in a very short time and the possibilities of the combined hands will become apparent almost instantly. The hand can then be played rapidly to the finish with the satisfying feeling that every trick has been made that was possible.

Should trumps always be led immediately?

Yes, with very few exceptions. Trumps should be led at once to exhaust the Adversaries of them, and then any good suit that the hand may hold can be brought in. Even if the side cards are poor, it is better policy to establish the trump suit, and not let the Opponents make small trumps here and there, as well as the high cards of the side suits.

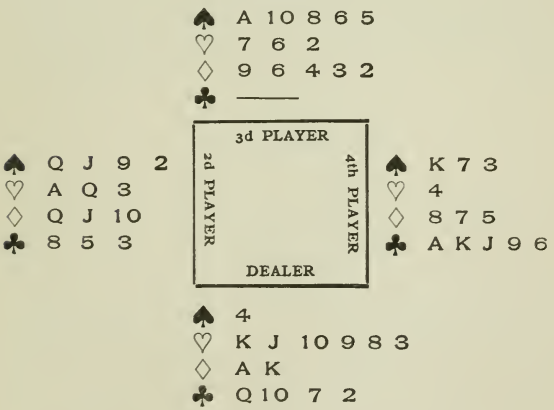
What would guide the Player in deferring the lead of trumps?

There are two conditions under which the Player should defer the lead of trumps:

First.—When the weak trump hand holds a singleton or is void of a suit. When the small

trumps can be used to advantage to trump the losing cards of the suit to which the singleton belongs. In this way the trumps are made separately and without weakening those in the declaring hand, which should be conserved to exhaust the Adversaries.

Example

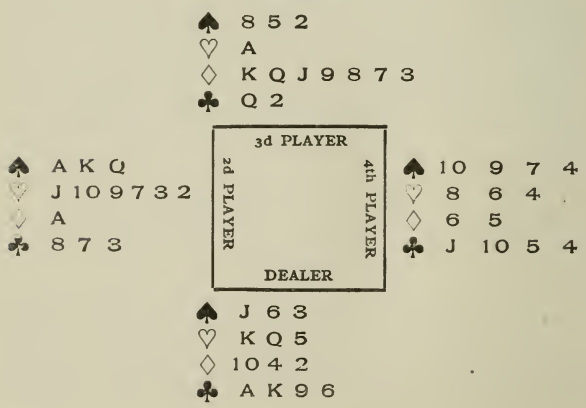


The final declaration in this deal is won with "Three-Hearts," by Dealer and ten tricks and the game made by the ability of the Dummy to ruff the

losing Clubs from the Declarer's hand before he leads trumps.

Second.—When holding losing cards of the same suit in both hands and the trumps in such combination that the first trick must be lost to clear them. Then every effort should be made to discard even one of the losing cards of the side suits before losing the lead, by a play of trumps. There are many hands with which a discard would be impossible; then the trump lead would be in order.

Example



The final declaration in this hand is won with "Three-Diamonds" by Third Player. If the Declarer, after winning the first trick with the Ace of Hearts, leads trumps and loses to the Ace, the Adversaries make three Spade tricks and save the game. But if before losing the lead the Declarer plays his Queen, then small Club to Ace, discards two Spades on King and Queen of Hearts, and the third on the King of Clubs, a small slam can be made—the only losing trick being the Ace of Diamonds.

LEADER'S PLAY

Trump Declared

What should guide the Leader in making his first lead against a declared trump?

The conventional first leads—a table of which will be found in the "Lesson on Leads and Discards." A perfect knowledge of these leads is more necessary to partnership understanding than most players realize. If the Leader plays an Honor and the Partner is familiar with the leads, it places the other Honors to him and guides his subsequent play. If a fourth best

card is led, he understands that the Leader's hand is a weak one or the high cards are in such combination that better results would follow if they were led to, rather than from, consequently when he secures the lead he plays to the weakness in Dummy rather than return the suit led. If a short suit is the recognized lead, the Partner knows the Leader is willing to trump and plans his play with that end in view.

If the Leader wins the first trick what should govern his second lead?

The Leader's second lead should be governed entirely by the cards played to his first lead and the strength or weakness of the Dummy. It is rarely good policy to continue with a suit that will exhaust the cards of it in the Dummy, for this gives the Declarer a chance to ruff in the weak hand, which is an advantage the Leader should never give him. If the declaration is an original one and Dummy's strength be such that the game is in danger, play to save the game at any cost, but if Dummy holds but fair or weak cards, do not hesitate to play a waiting game,

for opportunities will surely be afforded to capture the Dealer's high cards.

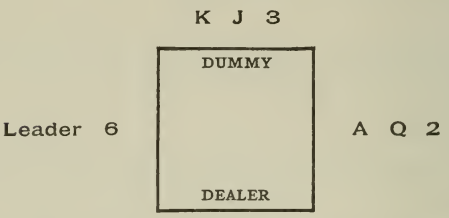
If the Leader's hand holds no high cards, how should he play to place his Partner's cards to advantage?

By playing through the strength of the Dummy, assuming that if the Dummy holds high cards of a certain suit, the Dealer will be weak in it, and what good cards the Partner may hold of that suit will be placed *after* Dummy's strength and *before* the Dealer's weakness.

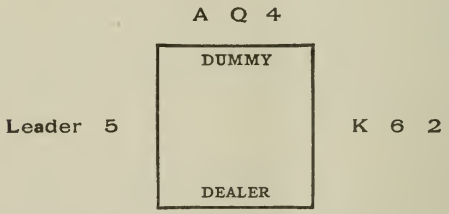
But if the Dummy holds high cards of the suit which the Leader plays, what chance has the Partner of making his?

The Leader should always choose such suits as contain tenaces (Ace-Queen or King-Jack) or once or twice guarded Honors, so that if his Partner holds the intermediate Honors he can make them if the Dealer finesses his lower Honor, or he can retain them if the winning Honor is played from Dummy.

Example



By playing through the King-Jack in Dummy the Leader makes good his Partner's Ace and Queen.



By playing through the tenace the Partner's King is a sure trick.

FOURTH HAND PLAY

Trump Declared

How does the Leader's Partner indicate his holdings in the suits that are led?

If a King is led by the Leader and the Partner holds but two of that suit, he plays the higher and on the second lead the lower one, which indicates the number and a desire to trump the third round of the suit. This "high-low echo" should never be used except on the King lead, as that is the only lead with which the Leader's Partner gets the benefit of the third round of a suit before the Player secures the lead. On the Leader's lead of an Ace, should the Partner hold the King of that suit, he indicates it by playing a high card (7 or over)—an encouragement to continue the suit. On a short lead by the Leader the Partner should never play a guarded Honor unless able to win the trick. The lead has indicated a lack of high cards, and the play of the Honor by the Partner only clears the suit for the Player, which card, if retained, might block

the suit later, particularly if the length is in the weak hand.

When the Fourth Player gains the lead what should govern his play?

The knowledge he has gained of his Partner's cards and the strength or weakness of the Dummy. If the Partner has made a fourth best lead, the Fourth Player should not return that suit but play up to the weakness in Dummy, to place what high cards his Partner may hold in other suits to advantage.

There are only two exceptions to this rule:

First.—If the Fourth Player wins the first round of the suit with the Ace and holds but one more, he returns it with the hope of trumping the third round of the suit.

Second.—If Dummy holds no other weakness but the suit the Partner has led, a return of it is wise, for if the Leader wins the return lead he can play through the strength of the Dummy, thus placing the Fourth Player's cards to advantage.

In playing up to the weakness in Dummy the

Fourth Player should try to play a card higher than any Dummy holds, thus forcing the Declarer to cover. There is a prevalent idea that a suit headed by the major tenace (Ace-Queen) should never be led from but always led to, but if the Fourth Player holds this combination and *the Dummy is weak in that suit,* there is no better play than to lead the Ace, then a small card. If the Declarer holds the King he will play it and the Queen controls the third round of the suit—if the King is in the Partner's hand the lead is good.

FINESSING

What is a Finesse?

A Finesse is an attempt to win a trick with a lower card of a suit when the Adversaries hold a higher one.

How is this possible?

By leading a low card or Honor toward the opposite hand which holds the higher Honors of that suit, assuming that the Second Player holds the intermediate Honor. If he plays it, the

Third Player, holding a higher one, can capture it, and if he refuses to play high, the lower Honor is allowed to win and a second lead through the intermediate Honor is in order.

But should the intermediate Honor be in the Fourth Player's hand?

If that is the case, there is always consolation in realizing that an Honor beyond the strength is bound to make whether the finesse is taken or not.

Which is the most important finesse?

Any combination of Ace-Queen-Jack. The lead should always be toward the Ace, hoping to capture the Adversary's King by a finesse.

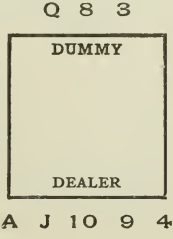
If the Ace and Queen are in one hand and the Jack in the other, should the Jack be led toward the Ace-Queen?

Never, unless holding the 10 or 9, for without these cards, if the Jack is covered second in hand, it makes the 10 or 9 good in the Adversary's hand. But, if holding them, it is sound play to lead the Honor from the weak hand, for, should

the finesse succeed, a second lead from the weak hand can be made through the King.

Example

Not holding either the 10 or 9, the 4 should be led and the Queen finessed. If it succeeds, the Ace should be played, hoping that the King may be but once guarded on the right.



The Queen can now be led, as the hand holds four Honors, but the 9 should be played on it from the other hand. Now the 8 will hold the second lead from the weak hand, and thus a three-times-guarded King may be caught.

What is the greatest number of cards in a suit with which it is wise to finesse to the Ace-Queen-Jack combination?

Never more than nine. If holding ten, it is good play to lead an Honor toward the Ace, hoping to induce the cover of the King by the Adversary; but if it is not put up, the Ace should be played, fearing, with so many in the suit, that the King may be alone in the Fourth Player's hand.

Is it good play to finesse, holding the Ace-King-Jack of a suit?

Yes, but seldom with more than eight. Holding nine of that suit, the Ace and King should be played at once hoping that the four cards which the Adversaries hold are evenly divided. There are situations, however, in which this rule can-

not be followed too closely. Should one of the Opponents hold two or more cards of an established suit against a No-Trump declaration the danger is too great for the Declarer to chance the even distribution of the cards, so he will finesse, if possible, even with nine cards, into the hand which is exhausted of the Partner's suit. Every finesse should be taken with the idea that if it fails it should be to the Adversary who can do the least harm.

Is it better to finesse on the first or second round of this combination of cards?

On the second round, as the Queen may fall on the first round, thus placing the location of the rest of that suit.

The first round should be taken with the King, then the 4 played and the Jack finessed on the second round.

Is it possible to gain information as to the location of cards which may be of assistance in finessing successfully?

Yes, by forcing the Adversary to discard. Should the No-Trump Declarer hold an established suit it is always wiser for him to play it first, carefully watching the discards of the Opponents. These will often furnish him with the necessary information for a successful finesse of his second suit, as the discard of one or more of a suit usually denies an Honor.

Is it wise to finesse in the trump suit?

The most important consideration in taking the finesse in trumps is, What will the result be if it fails and what suit will the Opponents open? Under the following conditions the finesse should not be attempted:

First.—When a cross-ruff by the Opponents is imminent and it is necessary to lead one or more rounds of trumps.

Second.—When holding a short suit or being void of a suit in the strong trump hand, which could be forced should the finesse fail.

Third.—When a finesse, if it fails, may block a suit.

If holding a suit headed by the Ace-King-Queen, with two of the Honors in one hand and one in the other, how should it be opened?

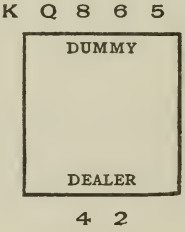
The first trick should be taken in the hand with the two Honors. For by retaining an Honor in either hand a guarded Jack or 10 can often be caught.

If holding the Ace with small cards of a suit in one hand, and Queen and small cards in the other, how should this suit be opened?

By first leading the Ace, then a low card *toward* the Queen, assuming that the King is in the Second Player's hand. Should he play it, the Queen then controls the third round of that suit, which usually establishes it. If the Second Player plays low the trick should be "ducked" into the Fourth Player's hand, hoping that he

will be forced to win with the King. Should he hold both Jack and King they are bound to make whether the Queen is played or not.

The Ace should be played, then the 4 toward the Queen.



Always play from weak hand toward the King-Queen, assuming the Ace is on the left. If the

King holds the trick, a second lead from the weak hand should be made.

THE ENTRY

No-Trump Declared

What should guide the Player in planning his No-Trump hand?

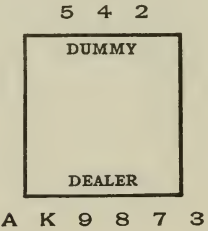
The first thought of the Player, after the Dummy is exposed, is to look for his long suit and see in which hand the length of it lies. As the declaration is usually made on high cards in at least three suits, the length of any one suit is apt to be in the weak hand. Very often in clearing or establishing this suit all the cards from the strong hand are exhausted, and the making of the length in the weak hand is dependent on the ability of the Player to enter into that hand in some other suit.

How can cards of re-entry be made in the weak hand.

There are certain combinations of cards which are much more valuable as entry-makers than trick-takers, and as such should be recognized

immediately. The following are among the most important:

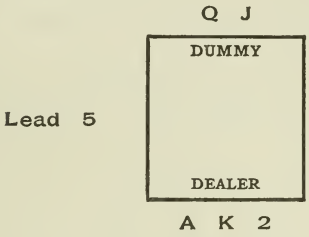
If the 2 is led toward the King, Dummy's only re-entry has been taken out. If, however, the 9 is led, Dummy's 8 will probably be the master card on the fourth round of the suit.



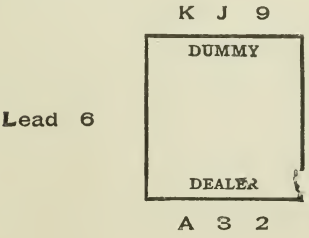
In the above example, if the other four cards are found to be evenly divided in the Adver-

saries' hands, the 5 will be a perfect entry, *if the lowest card in the strong hand has been retained.*

When the original lead can be won in either hand it is well to consider the question of re-entry cards. For instance:



In order to make an entry in the weak hand the Jack must be overtaken by the King, retaining the 2 to lead over to the Queen.



Even should the 9 win the trick, the Ace must be played in order to retain *two small cards* to lead *through* the Leader's Queen, thus insuring two entries in the weak hand.

But should the weak hand hold no re-entry cards?

When the hand holding the length of the long suit contains no re-entry card, the successful play of the suit may depend on "ducking" or losing the first, and sometimes the second trick in the long suit. The point in such a case is to retain the commanding cards until it is reasonably sure that the remainder of the suit will fall, and while the strong hand still has a card to lead across. For example:

With but eight cards to the Ace-King, one trick must be lost, so a low card should be played and deliberately passed, thus unguarding the Queen while retaining a card in the strong hand to lead across to the Ace and King. Unless there are four in one hand the suit is bound to win.

Even with nine cards and no re-entry in the long hand it is far safer to lose the first trick, thus making sure of six tricks. When holding a guarded Honor in the suit led originally, or with a once-guarded King in an unopened suit, the lead should be placed so that these Honors will be led up to. This can be done by "ducking" or losing a trick into the hand that can lead nothing to the disadvantage of the Declarer.

ACE MANAGEMENT

Dealer's Play. No-Trump Declared

When the Declarer holds the Ace, and no other possible trick in the suit that the Adversary leads, should he play the Ace on the first lead?

No, he should wait until the Leader's Partner is exhausted of that suit.

What is gained by this play?

After having held up the Ace of the Leader's suit until the Partner has no more, the Dealer plans his play, if possible, so that the tricks he must lose will be won by the Leader's Partner; now, if the Leader has no card of re-entry, he will be unable to make the remaining cards of his suit.

Are there any conditions under which the Ace of the Adversary's suit should be played on the first trick?

Yes, several.

First.—If holding a second trick in the suit. Then it is wiser for the Declarer to win the lead

at once, and play for his own long suit, and suffer the loss of a trick, if necessary, while he controls the other suits.

Second.—When holding no protection in another suit beside the one led. Then the Declarer should win the first trick, fearing that the Adversary may discontinue the original lead and change to the unprotected suit.

Third.—If his only long suit has to be finessed toward the Leader.

If holding a hand in which none of the above combinations occur, how many tricks should the Declarer lose of the Leader's suit before playing the Ace?

If the lead has not indicated the length of the Leader's suit, the number of cards held by the Partner can only be determined by assuming that the Leader has played from a five-card suit. On this assumption, if the Declarer and Dummy hold five, the Partner must have three, consequently the Ace is held up until the third round, when the Partner can have no more. If the Declarer and Dummy hold *six* of the Leader's suit, the Ace can be played on the second round;

if he holds *seven* in the two hands the first trick can be taken. Should the Partner gain the lead and still have a card to return, the Leader has opened a four-card suit, which is not greatly to be feared.

Is the same management of the Ace used with a Trump declaration?

No; it is usually dangerous to hold up the Ace of the Adversary's suit with a Trump declared, as the Ace may be trumped later and a trick lost, but with the two following combinations it is sometimes good play to hold it up until the second round.

First.—When the Leader opens with a King and the Declarer holds Ace-Jack and small ones in his own hand and not more than two or three small ones in Dummy; if the first trick is passed and the lead continued, both Ace and Jack are winners.

Second.—If the Declarer holds two small cards of the Leader's suit in Dummy and three to the Ace in his own hand the first trick should be passed, then, after winning the second with the

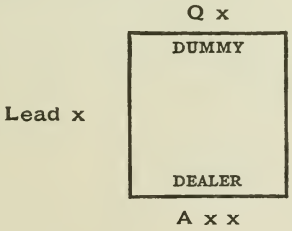
Ace, the third round can be ruffed out in the weak trump hand.

SECOND-HAND PLAY

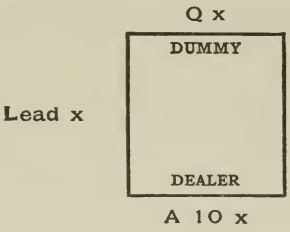
No-Trump Declared

What guides the Declarer in playing the Honors which he holds in the Dummy of the Leader's long suit?

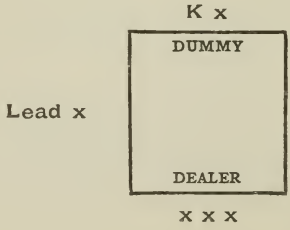
The play of certain combinations of Honors, if held by the Declarer of the Leader's suit, should be carefully thought out and mastered, for by their correct handling often depends the blocking of the Leader's suit.



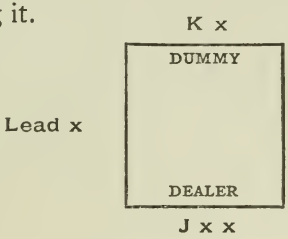
With the above combination the Queen should be played on the first lead, as the best chance for two tricks in that suit.



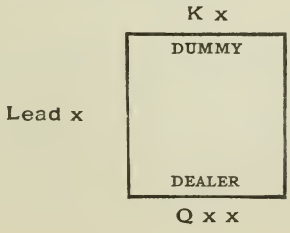
But if the Declarer held the 10 in his own hand a low card should be played, second in hand; for should the Partner hold the Jack and return the suit when he regains the lead, the Queen in Dummy forces the play of the King by the Leader and makes the 10 good in the Declarer's hand. Equally strong is this play if the Partner holds the King, for then the Declarer's Ace and Queen are winners.



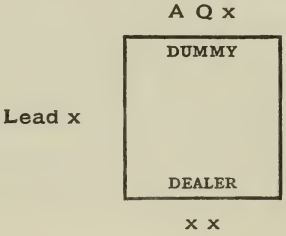
With a once-guarded Honor in Dummy, and small cards in the Declarer's hand, the Honor should be played at once as the only chance of making it.



But holding the Jack and two small ones in the strong hand, a low card should be played, second in hand, thus insuring one trick in the suit. If the Fourth Player holds the Queen and returns the lead, the King forces the Ace from the Leader's hand and makes the Jack the winning card on the third round.



With the Queen in the strong hand the situation is somewhat changed, and the King should be played on the first trick; for if the Fourth Player holds the Ace and captures the King the Queen controls the second round of the suit. If the King holds the trick, however, the Declarer must make every effort to keep the lead out of the Fourth Player's hand, for if he plays *through* the once-guarded Queen the Leader's long suit can be brought in.



This combination is rarely played correctly, for the Queen is usually finessed, always assuming that the lead is from the King. If the King is in the Fourth Player's hand and the lead returned, the Leader's suit is cleared before the Declarer has had a chance to establish his.

Whereas, if a low card is played, second in hand, two tricks are assured in the suit, irrespective of the position of the King; for should it be with the Leader, a low card led from the Declarer's hand will make both Ace and Queen winners; and if the Fourth Player holds it, the Ace and Queen control the second and third rounds of the suit.

ADVERSARY PLAY

No-Trump Declared

What is the Leader's best defense against a No-Trump declaration?

A lead from his longest suit.

When the Leader and his Partner are fortunate enough to hold the majority of a suit between them, every effort should be made by both to play it to advantage. The Leader should observe carefully the denomination of the card his Partner plays to his lead in order to ascertain the number of cards he holds of that suit, remembering always that the card his Partner plays to his fourth-best lead *denies the one just below it,*

which, if not in Dummy, is marked in the Declarer's hand.

How does this affect the Leader's further play?

If he finds that the Declarer holds an Honor of his long suit, which would win the second or third trick, and his hand holds no re-entry, then it is good policy to try and place the lead with the Partner that he may play through the Honor in the Declarer's hand, thus making every card in the long suit possible winners.

What guides the Leader in playing for his Partner's suit, if he has not indicated it?

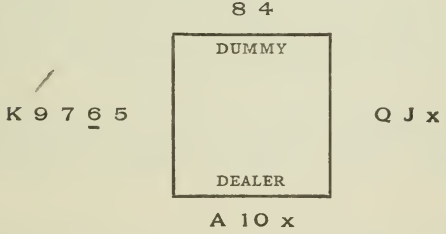
The cards in the Dummy hand and the inference that may be drawn from them as to the probable holdings of the Declarer. A once or twice guarded King, or any suit in which Dummy can win but one trick, is the one to be chosen, as it places the Partner's cards to advantage if he holds strength beyond it.

How should the Partner indicate his holdings in the Leader's suit?

If the lead is the fourth best from the long suit he should play his highest card, unless it makes an Honor good in Dummy, then it is permissible to finesse with a lower card, hoping for a second lead through Dummy's Honor.

If holding two Honors in sequence should he play the higher on the Leader's fourth-best lead?

Always the lower, as by so doing he indicates the cards *above* and *below* the one he plays to his Partner. For example:



If the Partner plays the Queen the Leader has no indication as to the position of the 10 or Jack, but should the Jack be played on the first trick and the Dealer forced to play the Ace to win it, the Queen is easily placed in the Part-

ner's hand and the 10 in the Dealer's. For had the Partner held the 10 he would have played it. One of the most valuable inferences in Adversary play is that the card played by the Partner on the Leader's fourth-best lead *denies the one below it.*

Does the Partner always return the highest card of the Leader's suit?

Yes, unless he finds that he holds more than the Leader, then he returns his lowest card so that the lead may be left with him when the Leader shall be exhausted, thus enabling him to make each card of the suit to the end.

If the Partner holds four cards to an Honor of the Leader's suit, how does he indicate these holdings?

If the Leader leads an Honor, the Partner "echoes" with his two intermediate cards. For example, with Jack, 8, 6, 4, the 8 is played on the Honor led; on the second lead of the suit the 6 falls. Now the Leader can place every card of his suit, and can plan his play accordingly.

If the Leader finds that the Declarer has two or more tricks in his suit, does he continue it?

No; he should abandon it and let no opportunity escape to prevent the Declarer from bringing in his own long suit.

What methods should the Leader employ?

If, holding the control of the Declarer's long suit, he should refuse to part with it until the strong hand is exhausted of that suit, or by taking out the re-entry card from the weaker hand which holds the length, while still retaining control of said suit. If the position appears hopeless the Adversaries should take any chance to *save* the game, and to effect this end should not regard the loss of a trick or two in play.

[The following "Laws of Auction" approved and adopted by The Whist Club, New York, in effect January 1st, 1920, are published here by permission.]

THE LAWS OF AUCTION

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The Rubber

1. A rubber continues until one side wins it by winning two games. When the first two games decide the rubber, a third is not played.

Scoring

2. Each side has a trick score and a score for all other counts, generally known as the honor score. In the trick score the only entries made are points for tricks won (see Law 3), which count both toward the game and in the total of the rubber.

All other points, including those scored for honors, penalties, slam, little slam, and undertricks, are recorded in the honor score, which counts only in the total of the rubber.

3. When the declarer wins the number of tricks bid or more, each above six* counts on the trick

* Such tricks are generally called "odd tricks."

score: six points when clubs are trumps, seven when diamonds are trumps, eight when hearts are trumps, nine when spades are trumps, and ten when the declaration is no trump.

4. A game consists of thirty points made by tricks alone. Every deal is played out, whether or not during it the game be concluded, and any points made (even if in excess of thirty) are counted.

5. The ace, king, queen, knave, and ten of the trump suit are the honors; when no trump is declared, the aces are the honors.

6. Honors are credited to the original holders; they are valued as follows:

WHEN A TRUMP IS DECLARED

3* honors held between partners						equal value of		2	tricks
4	"	"	"	"	"	"	4	"	
5	"	"	"	"	"	"	5	"	
4	"	in 1 hand			"	"	8	"	
4	"	" 1	"	5th in partner's hand	"	"	9	"	
5	"	" 1	"		"	"	10	"	

WHEN NO TRUMP IS DECLARED

3 aces held between partners					count	30
4	"	"	"	"	"	40
4	"	"	in one hand		"	100

* Frequently called "simple honors."

7. Slam is made when partners take thirteen tricks.* It counts 100 points in the honor score.

8. Little slam is made when partners take twelve tricks.† It counts 50 points in the honor score.

9. The value of honors, slam, or little slam is not affected by doubling or redoubling.

10. At the end of a rubber the winners score 250 points additional.

The trick, honor and bonus scores of each side are then added and the size of the rubber is the difference between the respective totals.

The losers of the rubber are entitled to the difference when they have the larger total.

11. When a rubber is started with the agreement that the play shall terminate (*i. e.*, no new deal shall commence) at a specified time, and the rubber is unfinished at that hour, the score is made up as it stands, 125 being added to the

* Law 84 prohibits a revoking side from scoring slam, and provides that tricks received by the declarer as penalty for a revoke shall not entitle him to a slam not otherwise obtained.

† Law 84 prohibits a revoking side from scoring little slam, and provides that tricks received by the declarer as penalty for a revoke shall not entitle him to a little slam not otherwise obtained. When a declarer bids 7 and takes twelve tricks he counts 50 for little slam, although his declaration fails.

score of the winners of a game. A deal if started must be played out.

11*a*. If a rubber be started without any agreement as to its termination and before its conclusion one player leaves without appointing an acceptable substitute (see Law 26), his adversaries have the right to elect whether the score be cancelled or counted as if covered by Law 11.

12. A proved error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. A proved error in the trick score may be corrected at any time before a declaration has been made in the following game, or, if it occur in the final game of the rubber, before the score has been made up and agreed upon.

Cutting

14. In cutting, the ace is the lowest, the king the highest card; between cards of otherwise equal value the spade is the lowest, the heart next, the diamond next, and the club the highest.

15. Every player must cut from the same pack.

16. Should a player expose more than one

card, the highest is his cut, except as provided for in Law 19.

Forming Tables

17. Those first in the room have the prior right to play. Candidates of equal standing decide their order by cutting; those who cut lowest play first.

18. Six players constitute a complete table.

19. After the table has been formed, the players cut to decide upon partners, the two lower play against the two higher. In cutting for partners, should a player expose more than one card he must cut again. The lowest is the dealer, who has choice of cards and seats, and, having made his selection, must abide by it.*

20. The right to succeed players as they retire is acquired by announcing the desire to do so, and such announcements, in the order made, entitle candidates to places as vacancies occur.

Cutting Out

21. If, at the end of a rubber, admission be claimed by one or two candidates, the player or

* He may consult his partner before making his decision.

players who have played the greatest number of consecutive rubbers withdraw; when more players than there are candidates have played the same number, the outgoers are decided by cutting; the highest are out.*

Right of Entry

22. At the beginning of a rubber a candidate is not entitled to enter a table unless he declare his intention before any player cut, either for partners, for a new rubber, or for cutting out.

23. In the formation of new tables candidates who have not played at an existing table have the prior right of entry. Others determine their right to admission by cutting.

24. When one or more players belonging to an existing table aid in making up a new one, which cannot be formed without him or them, he or they shall be the last to cut out.

25. A player belonging to one table who enters another, or announces a desire to do so, forfeits his rights at his original table, unless the new

* See Law 14 as to value of cards in cutting.

table cannot be formed without him, in which case he may retain his position at his original table by announcing his intention to return as soon as his place at the new table can be filled.

26. Should a player leave a table during the progress of a rubber, he may, with the consent of the three others, appoint a substitute to play during his absence; but such appointment becomes void upon the conclusion of the rubber, and does not in any way affect the rights of the substitute.

27. If a player break up a table, the others have a prior right of entry elsewhere.

Shuffling

28. The pack must not be shuffled below the table nor so the face of any card be seen.

29. The dealer's partner must collect and shuffle the cards from the preceding deal. He must then place them face downward to the left of the next dealer, where they must remain untouched until the end of the current deal.

30. At the conclusion of the deal the next dealer has the right to shuffle his pack, but should

a card or cards be seen during his shuffling or while the pack is being cut, he must reshuffle.*

The Deal

31. Players deal in turn; the order of dealing is to the left.

32. Immediately before the deal, the player on the dealer's right cuts, so that each packet contains at least four cards. When in or after cutting, and prior to the beginning of the deal, a card is exposed, or when any doubt exists as to the place of the cut, the dealer must reshuffle and the same player must cut again.

33. After the pack has been properly cut, it should not be reshuffled or recut except as provided in Law 32.

34. Should the dealer shuffle after the cut, his adversaries may subsequently shuffle and the pack must be cut again.

35. The fifty-two cards must be dealt face downward. The deal is completed when the last card is dealt.

36. In the event of a misdeal, the same pack must be dealt again by the same player.

* The dealer has the right to shuffle last except in the case covered by Law 34.

A New Deal

37. There *must* be a new deal:

(*a*) If the cards be not dealt, beginning at the dealer's left, into four packets, one at a time and in regular rotation.

(*b*) If, during a deal, or during the play, the pack be proved incorrect.*

(*c*) If, during a deal, any card be faced in the pack or exposed, on, above, or below the table.

(*d*) If more than thirteen cards be dealt to any player.†

(*e*) If the last card do not come in its regular order to the dealer.

(*f*) If the dealer omit having the pack cut, deal out of turn or with the adversaries' cards, and either adversary call attention to the fact before the end of the deal and before looking at any of his cards.

(*g*) If, before, during, or at the conclusion of the play one player hold more than the proper number of cards and another less.

38. Should a correction of any offense mentioned in 37 *f* not be made in time, or should an adversary who has looked at any of his cards be

* A correct pack contains fifty-two cards divided into four suits of thirteen cards each, each suit containing one card of each denomination.

† This error, whenever discovered, renders a new deal necessary.

the first to call attention to the error, the deal stands, and the game proceeds as if the deal had been correct, the player to the left dealing next. When the deal has been with the wrong cards, the next dealer when it is his turn to deal may take whichever pack he prefers.

39. If, prior to the cut for the following deal, a pack be proved incorrect, the deal is void, but all prior scores stand.

The pack is not incorrect when a missing card or cards are found in the other pack, among the quitted tricks, below the table, or in any other place which makes it possible that such card or cards were part of the pack during the deal.

40. Should three players have their proper number of cards, the fourth, less, the missing card or cards, if found, belong to him, and he, unless dummy, is answerable for any established revoke or revokes he may have made just as if the missing card or cards had been continuously in his hand. When a card is missing, any player may search the other pack, the quitted tricks, or elsewhere for it.*

* The fact that a deal is concluded without any claim of irregularity shall be deemed as conclusive that such card was part of the pack during the deal.

41. A player may not cut, shuffle, or deal for his partner if either adversary object.

41*a*. A player may not lift from the table and look at any of his cards until the end of the deal. The penalty for the violation of this law is 25 points in the adverse honor score for each card so examined.

The Declaration

42. The dealer, having examined his hand, must either pass or declare to win at least one odd trick,* either with a specified suit as trump or at no trump.

43. The dealer having declared or passed, each player in turn, beginning on the dealer's left, must pass, make a higher declaration, double the last declaration made by an opponent, or redouble an opponent's double, subject to the provisions of Law 56.

44. When all four players pass their first opportunity to declare, the deal passes to the next player.

45. The order in value of declarations from the lowest up is clubs, diamonds, hearts, spades, no trump.

* One trick more than six.

To overbid a declaration, a player must bid, either

(*a*) An equal number of tricks of a more valuable declaration or
(*b*) A greater number of tricks.

E. g., 3 spades over 3 diamonds; 5 clubs over 4 hearts; 4 diamonds over 3 no trump.

46. A player in his turn may overbid the previous adverse declaration any number of times, and may also overbid his partner, but he cannot overbid his own declaration which has been passed by the three others.*

47. The player who makes the final declaration† must play the combined hands, his partner becoming dummy, unless the suit or no trump finally declared was bid by the partner before it was called by the final declarer, in which case the partner, no matter what bids have intervened, must play the combined hands.

48. When the player of the two hands (hereinafter termed "the declarer") wins at least as many tricks as he declared, he scores the full value of the tricks won (see Law 3).‡

* Seven is the maximum declaration, and if it be made, the only bid thereafter permitted (except a double) is seven of a higher valued declaration.
† A declaration becomes final when it has been passed by three players.
‡ For amount scored by declarer, if doubled, see Laws 55 and 58.

48*a*. When the declarer fails to win as many tricks as he declares, neither he nor his adversaries score anything toward the game, but his adversaries score in their honor column 50 points for each undertrick (*i. e.*, each trick short of the number declared). If the declaration be doubled, the adversaries score 100 points; if redoubled, 200 points for each undertrick.

49. If a player make a declaration (other than a double* or a pass†) out of turn either adversary may cancel or accept it.

When a declaration out of turn is cancelled the player whose turn it was to declare bids, and the partner of the offending player may not thereafter participate in the declaration.

When a declaration out of turn is accepted it becomes the turn of the player to the left of the offender to declare and the partner of the offending player retains the right to participate in the declaration.

After a declaration out of turn, should the adversary to the left of the offender either pass, double, or declare before the improper bid is accepted or cancelled, such act accepts the

* See Law 49*a*. † See Law 49*b*.

bid and thereby makes it the turn of said adversary.

Should the adversary to the right of a player who has bid out of turn be the proper declarer, and should he pass, double, or declare before the improper bid be accepted or cancelled, such act is a cancellation of the improper declaration.

When a bid out of turn is cancelled, it having been the turn of the partner of the offending player to declare, such turn passes to the adversary on the left of said partner.

49*a*. If a player double, or redouble when it is his partner's turn to declare, either adversary may

(*a*) Accept the double or redouble as if it had been made in turn.
(*b*) Demand a new deal.
(*c*) Call the bid that was doubled or redoubled final, and elect whether the double or redouble stand.

There is no penalty for a double or redouble out of turn when the partner of the offender has already passed the declaration.*

When a declaration is made final neither a redouble nor any other declaration may be made.

* See Law 50*b*.

49*b*. A pass out of turn cannot be penalized and does not affect the order of bidding. The bidding is continued by the player whose turn it was when the pass out of turn was made.

The player who has passed out of turn may only re-enter the bidding in case the declaration he has passed be overbid or doubled.

Should the adversary to the left of a player who passes out of turn be misled thereby and either pass or declare, such act accepts the pass as being in turn.

50. If a player make an insufficient declaration, either adversary may demand that it be made sufficient in the declaration named, in which case the partner of the declarer may not further declare unless an adversary subsequently bid or double.

50*a*. If a player who has been debarred from bidding under Laws 49, 50, 52, or 66, during the period of such prohibition, make any declaration (other than passing), either adversary may decide whether such declaration stand, and neither the offending player nor his partner may further participate in the bidding even if the adversaries double or declare.

50*b*. A penalty for a declaration out of turn (see Law 49), an insufficient declaration (see Law 50), or a bid when prohibited (see Law 50*a*) may not be enforced if either adversary pass, double, or declare before the penalty be demanded.*

50*c*. Laws which give to either adversary the right to enforce a penalty, do not permit consultation. Either adversary may call attention to the offense and select or forego a penalty, or may pass the privilege to his partner. If consultation take place the right to demand a penalty is forfeited.† The first decision made by either adversary is final and cannot be altered.‡

51. At any time during the declaration, a question asked by a player concerning any previous bid must be answered, but, after the final declaration has been accepted, if an adversary of the declarer inform his partner regarding any previous declaration, the declarer may call a lead from the adversary whose next turn it is to lead. If the dummy give such information to the

* When the penalty for an insufficient declaration is not demanded, the bid over which it was made may be repeated unless some higher bid has intervened.

† The question, "Partner, will you select the penalty, or shall I?" is a form of consultation and is not permitted.

‡ When a player directs his partner to select the penalty and the partner fails to do so or attempts to refer the privilege back, the right is forfeited.

declarer, either adversary of the declarer may call a lead when it is the next turn of the declarer to lead from either hand. A player, however, at any time may ask what declaration is being played and the question must be answered.

52. If before or during the declaration a player give any information concerning his hand other than that conveyed by a legitimate declaration, his partner may not thereafter participate in the bidding.

53. A double once made may not be altered.

No declaration may be altered after the next player acts.*

Before action by the next player a no trump or suit declaration may be changed.

(*a*) To correct the amount of an insufficient bid.

(*b*) To correct the denomination but not the size of a bid in which, due to a *lapsus linguæ*, a suit or no trump has been called which the declarer did not intend to name.

No other alteration may be made.

54. After the final declaration has been accepted, the play begins; the player on the left of the declarer leads.

* Such an alteration may be penalized as a bid out of turn. (See Law 49.)

Doubling and Redoubling

55. Doubling and redoubling doubles and quadruples the value of each trick over six, but it does not alter the value of a declaration; *e. g.*, a declaration of "three clubs" is higher than "two spades" doubled or redoubled.

56. Any declaration may be doubled and redoubled once, but not more; a player may not double his partner's declaration, nor redouble his partner's double, but he may redouble a declaration of his partner which has been doubled by an adversary.

The penalty for redoubling more than once is 100 points in the adverse honor score or a new deal; for doubling a partner's declaration, or redoubling a partner's double it is 50 points in the adverse honor score. Either adversary may demand any penalty enforceable under this law.

57. Doubling or redoubling reopens the bidding. When a declaration has been doubled or redoubled, any one of the three succeeding players, including the player whose declaration has been doubled, may, in his proper turn, make a further declaration of higher value.

58. When a player whose declaration has been doubled wins the declared number of tricks, he scores a bonus of 50 points in his honor score, and a further 50 points for each additional trick. When he or his partner has redoubled, he scores 100 points for making the contract and an additional 100 for each extra trick.

Dummy*

59. As soon as the player on the left of the declarer leads, the declarer's partner places his cards face upward on the table, and the declarer plays the cards from that hand.

60. The partner of the declarer has all the rights of a player (including the right to call attention to a lead from the wrong hand), until his cards are placed face upward on the table.† He then becomes the dummy, and takes no part whatever in the play, except that he has the right:

(*a*) To call the declarer's attention to the fact that too many or too few cards have been played to a trick;
(*b*) to correct an improper claim of either adversary;
(*c*) to call attention to a trick erroneously taken by either side;

* For additional laws affecting dummy, see 51 and 93.
† The penalty is determined by the declarer. (See Law 67.)

(*d*) to participate in the discussion of any disputed question of fact after it has arisen between the declarer and either adversary;
(*e*) to correct an erroneous score;
(*f*) to consult with and advise the declarer as to which penalty to exact for a revoke;
(*g*) to ask the declarer whether he have any of a suit he has renounced.

The dummy, if he have not intentionally looked at any card in the hand of a player, has also the following additional rights:

(*h*) To call the attention of the declarer to an established adverse revoke;
(*i*) to call the attention of the declarer to a card exposed by an adversary or to an adverse lead out of turn;
(*j*) to call the attention of the declarer to any right which he may have under any law;
(*k*) to direct the declarer who would concede a trick or tricks to the adversaries to play out the hand.*

61. Should the dummy call attention to any other incident in the play in consequence of which any penalty might have been exacted, the de-

* See Law 95.

clarer may not exact such penalty. Should the dummy avail himself of rights (*b*), (*i*), (*j*), or (*k*), after intentionally looking at a card in the hand of a player, the declarer may not benefit thereby.

62. If the dummy, by touching a card or otherwise suggest the play of one of his cards, either adversary may require the declarer to play or not to play such card.

62*a*. If the dummy call to the attention of the declarer that he is about to lead from the wrong hand, either adversary may require that the lead be made from that hand.

63. Dummy is not subject to the revoke penalty; if he revoke and the error be not discovered until the trick be turned and quitted, whether by the rightful winners or not, the revoke may not be corrected.

64. A card from the declarer's hand is not played until actually quitted, but should he name or touch a card in the dummy, such card is played unless he say, "I arrange," or words to that effect. If he simultaneously touch two or more such cards, he may elect which to play.

Exposed Cards

65. The following are exposed cards:

(1) Two or more cards played simultaneously;
(2) a card dropped face upward on the table, even though snatched up so quickly that it cannot be named;
(3) a card so held by a player that his partner sees any portion of its face;
(4) a card mentioned by either adversary as being held in his or his partner's hand.

A card dropped on the floor or elsewhere below the table and not seen by the partner,* or so held that it is seen by an adversary but not by the partner, is not an exposed card.

Cards Exposed Before Play

66. After the deal and before the declaration has been finally determined, if any player lead or expose a card, his partner may not thereafter bid or double during that declaration,† and the card, if it belong to an adversary of the eventual declarer, becomes an exposed card.‡ When the partner of the offending player is the original

* If seen by the partner it is an exposed card.
† See Law 50*a*. ‡ See Law 68.

leader, the declarer may also prohibit the initial lead of the suit of the exposed card.

67. After the final declaration has been accepted and before the lead, if the partner of the proper leader expose or lead a card, the declarer may treat it as exposed or may call a suit from the proper leader. A card exposed by the leader, after the final declaration and before the lead, is subject to call.*

Cards Exposed During Play

68. An exposed card must be left face upward on the table.

Until it is played the declarer has the right to call it at any time when it is the turn of its owner to play or lead, but the owner may play or lead it whenever he has the opportunity.

69. A player cannot be compelled to play a card which would oblige him to revoke.

70. Should an exposed card be called and the player be unable to obey the call because he is obliged to follow suit, the card is still exposed and the call may be repeated any number of times until the card is played.

* See Law 68.

71. Two or more cards played simultaneously by either of the declarer's adversaries give the declarer the right to call any one of such cards to the current trick and to treat the other card or cards as exposed.

72. Should an adversary of the declarer expose his last card before his partner play to the twelfth trick, the two cards in his partner's hand become exposed, must be laid face upward on the table, and are subject to call.

73. If, without waiting for his partner to play, either of the declarer's adversaries play or lead a winning card, as against the declarer and dummy and continue (without waiting for his partner to play) to lead several such cards, the declarer may demand that the partner of the player in fault win, if he can, the first or any other of these tricks. The other cards thus improperly played are exposed.

74. If either or both of the declarer's adversaries throw his or their cards face upward on the table, such cards are exposed and liable to be called; but if either adversary retain his hand, he cannot be forced to abandon it. Cards exposed by the declarer are not liable to be called.

If the declarer say, "I have the rest," or any words indicating the remaining tricks or any number thereof are his, he may be required to place his cards face upward on the table. He is not then allowed to call any cards his adversaries may have exposed, nor to take any finesse, not previously proven a winner, unless he announce it when making his claim.

75. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 80, 86, and 92) fail to play as directed, or if, when called on to lead one suit, he lead another, having in his hand one or more cards of the suit demanded (Laws 66, 76, and 93), or if, when called upon to win or lose a trick, he fail to do so when he can (Laws 73, 80, and 92), or if, when called upon not to play a suit, he fail to play as directed (Laws 66, 67) he is liable to the penalty for revoke (Law 84), unless such play be corrected before the trick be turned and quitted.

Leads Out of Turn

76. If an adversary of the declarer lead out of turn, the declarer may treat the card so led as exposed or may call a suit as soon as it is the

turn of either adversary to lead. Should they lead simultaneously, the lead from the proper hand stands, and the other card is exposed.

77. If the declarer lead out of turn, either from his own hand or dummy, he incurs no penalty, but he may not rectify the error unless directed to do so by an adversary.* If the second hand play, the lead is accepted.

78. If an adversary of the declarer lead out of turn, and the declarer follow either from his own hand or dummy, the lead is accepted. If the declarer before playing refuse to accept the lead, the leader may be penalized as provided in Law 76.

79. If a player called on to lead a suit have none of it, the penalty is paid.

Cards Played in Error

80. Should the fourth hand, not being dummy or declarer, play before the second, the latter may be required to play his highest or lowest card of the suit led, or to win or lose the trick. In such case, if the second hand be void of the

* The rule in Law 50*c* as to consultations governs the right of adversaries to consult as to whether such direction be given.

suit led, the declarer in lieu of any other penalty may call upon the second hand to play the highest card of any designated suit. If he name a suit of which the second hand is void, the penalty is paid.*

81. When any one, except dummy, omits playing to a trick, and such error is not corrected until he has played to the next, the declarer or either of his adversaries, as the case may be, may claim a new deal; should either decide that the deal stand, the surplus card (at the end of the hand) is considered played to the imperfect trick, but does not constitute a revoke therein.†

82. When any one, except dummy, plays two or more cards to the same trick and the mistake is not corrected, he is answerable for any consequent revokes he may make. When the error is detected during the play, the tricks may be counted face downward, to see if any contain more than four cards; should this be the case, the trick which contains a surplus card or cards may be examined and such card or cards restored to the original holder.‡

* Should the declarer play third hand before the second hand, the fourth hand may without penalty play before his partner.

† As to the right of adversaries to consult, see Law 50*c*.

‡ Either adversary may decide which card shall be considered played to the trick which contains more than four cards, but such decision shall not affect the winning or losing of the trick.

The Revoke*

83. A revoke occurs when a player, other than dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke when the trick in which it occurs is turned and quitted by the rightful winners† (*i. e.*, the hand removed from the trick after it has been turned face downward on the table), or when either the revoking player or his partner, whether in turn or otherwise, leads or plays to the following trick.

84. The penalty for each established revoke is:

(*a*) When the declarer revokes, he cannot score for tricks and his adversaries add 100 points to their score in the honor column for each revoke, in addition to any penalty to which they may be entitled for his failure to make good his declaration.

(*b*) When either of the adversaries revokes, the declarer for the first revoke may either score 100 points in his honor column or take three tricks from his opponents and add them to his own.‡ Such tricks may assist the declarer to make

* See Law 75.
† Except as provided in Law 85.
‡ The dummy may advise the declarer which penalty to exact.

good his declaration,* but shall not entitle him to any further bonus in the honor column, by reason of the declaration having been doubled or redoubled, nor to a slam or little slam not otherwise obtained.† (See Laws 7, 8, and 58.) For each subsequent revoke he adds 100 points to his honor score.

The value of their honors is the only score that can be made by a revoking side.

85. A player may ask his partner if he have a card of the suit which he has renounced; should the question be asked before the trick be turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

85*a*. Should the dummy leave the table during the play, he may ask his adversaries to protect him from revokes during his absence; such protection is generally called "the courtesies of the table" or "the courtesies due an absentee."

* They may enable him to win a game and if that game conclude the rubber, give him the 250 points bonus.

† The value of the three tricks, doubled or redoubled, as the case may be. is counted in the trick score.

If he make such request the penalty for a revoke made by the declarer during the dummy's absence may not be enforced unless in due season an adversary have asked the declarer whether he have a card of the suit he has renounced.

86. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw his or their cards and substitute others, and the cards so withdrawn are not exposed. If the player in fault be one of the declarer's adversaries, the card played in error is exposed, and the declarer may call it whenever he pleases, or he may require the offender to play his highest or lowest card of the suit to the trick.

86*a*. If the player in fault be the declarer, either adversary may require him to play the highest or lowest card of the suit in which he has renounced, provided both his adversaries have played to the current trick; but this penalty may not be exacted from the declarer when he is fourth in hand, nor can it be enforced at all from the dummy.

87. At the end of the play the claimants of a revoke may search all the tricks. If the cards

have been mixed, the claim may be urged and proved if possible; but no proof is necessary and the claim is established if, after it is made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

88. A claim that a revoke has been made cannot be allowed after the cards have been cut for the following deal, or when the deal concludes the rubber, after the score has been made up and agreed upon or after the cards have been cut for any purpose connected with the next rubber.

89. Should both sides revoke, the only score permitted is for honors. In such case, if one side revoke more than once, the penalty of 100 points for each extra revoke is scored by the other side.

General Laws

90. A trick turned and quitted may not be looked at (except under Law 82) until the end of the play. The penalty for the violation of this law is 25 points in the adverse honor score.

91. Any player during the play of a trick or after the four cards are played, and before the

trick is turned and quitted, may demand that the cards be placed before their respective players.

92. When an adversary of the declarer, before his partner plays, calls attention to the trick, either by saying it is his, or, without being requested to do so, by naming his card or drawing it toward him, the declarer may require such partner to play his highest or lowest card of the suit led, or to win or lose the trick.

93. An adversary of the declarer may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, he make any unauthorized reference to any incident of the play, the declarer may call a suit from the adversary whose next turn it is to lead. If the dummy similarly offend, either adversary may call a lead when it is the next turn of the declarer to lead from either hand.

94. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

95. If the declarer concede one or more tricks and the concession be accepted, such trick or tricks belong to the adversaries even if it would

have been impossible for the declarer to lose such trick or tricks had the hand been played out.*

If an adversary of the declarer concede a trick or tricks, such concession is binding if agreed to at the time by the partner of the conceding player. Silence shall be regarded as consent.

New Cards

96. Unless a pack be imperfect, no player has the right to call for one new pack. When fresh cards are demanded, two packs must be furnished. When they are produced during a rubber, the adversaries of the player demanding them have the choice of the new cards. If it be the beginning of a new rubber, the dealer, whether he or one of his adversaries call for the new cards, has the choice. New cards cannot be substituted after the pack has been cut for a new deal.

97. A card or cards torn or marked must be replaced by agreement or new cards furnished.

* Unless before the acceptance of the concession, the dummy, who has not looked at any cards in the hand of an adversary, demand that the deal be played out. (See Law 60*k*.)

Bystanders

98. While a bystander, by agreement among the players, may decide any question, he should not say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called upon by the players to pay the stakes (not extras) lost.

Etiquette of Auction

In the game of Auction slight intimations convey much information. The laws fix penalties for an offense. To offend against etiquette is more serious than to offend against a law; for in the latter case the offender is subject to the prescribed penalties; in the former his adversaries are without redress.

1. Declaration should be made in a simple manner, thus: "one heart," "one no trump," "pass," "double"; they should be made orally and not by gesture.

2. Aside from his legitimate declaration, a player should not indicate by word or gesture

the nature of his hand, or his approval or disapproval of a play, bid, or double.

3. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

4. An opponent of the declarer should not lead until the preceding trick has been turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

5. A card should not be played with such emphasis as to draw attention to it, nor should a player detach one card from his hand and subsequently play another.

6. A player should not purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first.

7. Conversation during the play should be avoided, as it may annoy players at the table or at other tables in the room.

8. The dummy should not leave his seat to watch his partner play. He should not call attention to the score nor to any card or cards that he or the other players hold.

9. If a player say, "I have the rest," or any

words indicating that the remaining tricks, or any number thereof, are his, and one or both of the other players expose his or their cards, or request him to play out the hand, he should not allow any information so obtained to influence his play.

10. A player having been cut out of one table should not seek admission in another unless willing to cut for the privilege of entry.

THE LAWS OF THREE-HANDED AUCTION

The laws of Auction govern the three-handed game except as follows:

1. Three Players take part in a game and four constitute a complete table. Each plays for himself; there are no Partners, except as provided in Law 7.

2. The Player who cuts lowest selects his seat and the cards with which he deals first. The Player who cuts next lowest sits on the Dealer's left.

3. The cards are dealt in four packets, one for each of the three Players and one for the Dummy.* The Dummy hand is not touched until after the final declaration has been made.

4. The Dealer declares, and the bidding continues as in Auction, except that each Player bids exclusively on his own account.

5. The penalty for a declaration out of turn is that each of the other Players receives 50 points in his Honor score. A declaration out of turn

* This hand is generally dealt opposite to the Dealer.

does not affect the right of the Player whose turn it is to declare, unless both he and the other Player, either by passing or declaring, accept the improper declaration.

6. If a Player declare out of turn, and the succeeding Player either pass or declare, the third Player may demand that the mistake be corrected as is provided in Law 5. In such case the Player who first declared out of turn is the only one penalized.

7. The Player making the final declaration, *i. e.*, a declaration that has been passed by both of the others, plays his own hand and that of the Dummy against the other two, who then, and for that particular hand, assume the relationship of Partners.

8. It is advisable that the game be played at a round table so that the hand of the Dummy can be placed in front of the Declarer without obliging any Player to move; but, in the event of a square table being used, the two Players who become the Adversaries of the Declarer should sit opposite each other, the Dummy being opposite the Declarer. At the end of the play the original positions should be resumed.

9. If, after the deal has been completed and before the conclusion of the declaration, any Player expose a card, each of his Adversaries counts 50 points in his Honor score, and the Declarer, if he be not the offender, may call upon the Player on his left to lead or not to lead the suit of the exposed card. If a card be exposed by the Declarer after the final declaration, there is no penalty, but if exposed by an Adversary of the Declarer, it is subject to the same penalty as in Auction.

10. If a Player double out of turn, each of his Adversaries counts 100 points in his respective Honor score, and the Player whose declaration has been doubled may elect whether the double shall stand. The bidding is then resumed, but if the double shall be disallowed, the declaration may not be doubled by the other Player.

11. The Rubber continues until two games have been won by the same Player; it may consist of two, three, or four games.

12. When the Declarer fulfils his contract, he scores as in Auction. When he fails to do so, both of his Adversaries score as in Auction.

13. Honors are scored by each Player sepa-

rately, *i. e.*, each Player who holds one Honor scores the value of a trick; each Player who holds two Honors scores twice the value of a trick; a Player who holds three Honors scores three times the value of a trick; a Player who holds four Honors scores eight times the value of a trick; and a Player who holds five Honors scores ten times the value of a trick. In a No-Trump declaration, each Ace counts 10, and four held by one Player count 100. The Declarer counts separately both his own Honors and those held by the Dummy.

14. A Player scores 125 points for winning a game, a further 125 points for winning a second game, and 250 points for winning a Rubber.

15. At the end of the Rubber, all scores of each Player are added and his total obtained. Each one wins from or loses to each other the difference between their respective totals. A Player may win from both the others, lose to one and win from the other, or lose to both.

THE LAWS OF DUPLICATE AUCTION

Duplicate Auction is governed by the laws of Auction, except in so far as they are modified by the following special laws:

A. *Scoring.* In Duplicate Auction there are neither games nor Rubbers. Each deal is scored just as in Auction, with the addition that whenever a pair makes 30 or more for tricks as the score of one deal, it adds as a premium 125 points in its Honor column.

B. *Irregularities in the Hands.* If a Player have either more or less than his correct number of cards, the course to be pursued is determined by the time of the discovery of the irregularity.

(1) When the irregularity is discovered before or during the original play: There must be a new deal.

(2) When the irregularity is discovered at the time the cards are taken up for overplay and before such overplay has begun: It must be

sent back to the table from which it came, and the error be there rectified.

(3) When the irregularity is not discovered until after the overplay has begun: In two-table duplicate there must be a new deal; but in a game in which the same deals are played at more than two tables, the hands must be rectified as is provided above and then passed to the next table without overplay at the table at which the error was discovered; in which case, if a Player have less than thirteen cards and his Adversary the corresponding surplus, each pair takes the average score for that deal; if, however, his Partner have the corresponding surplus, his pair is given the lowest score and his Opponents the highest score made at any table for that deal.

C. *Playing the Cards.* Each Player, when it is his turn to play, must place his card, face upward, before him and toward the centre of the table. He must allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face downward, nearer to himself; if he or his Partner have won the trick, the card should point toward his Partner and himself; otherwise it should point toward the Adversaries.

The Declarer may either play Dummy's cards or may call them by name whenever it is Dummy's turn to play and have Dummy play them for him.

A trick is turned and quitted when all four Players have turned and ceased to touch their respective cards.

The cards must be left in the order in which they were played until the scores of the deal have been recorded.

D. *The Revoke.* A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the scores of that deal agreed upon and recorded, but not thereafter.

E. *Error in Score.* A proven error in the trick or Honor score may be corrected at any time before the final score of the contestants for the deal or deals played before changing Opponents has been made up and agreed upon.

F. *A New Deal.* A new deal is not allowed for any reason, except as provided in Laws of Auction 36 and 37. If there be an impossible declaration some other penalty must be selected.*

* See Law 50. The same ruling applies to Law 54.

A declaration (other than passing) out of turn must stand;* as a penalty, the Adversaries score 50 Honor points in their Honor column and the Partner of the offending Player cannot thereafter participate in the bidding of that deal.

The penalty for the offense mentioned in Law 81 is 50 points in the adverse Honor score.

G. *Team Matches.* A match consists of any agreed number of deals, each of which is played once at each table.

The contesting teams must be of equal size, but each may consist of any agreed number of pairs (not less than two). One half of each team, or as near thereto as possible, sits north and south; the other half east and west.

In case the teams are composed of an odd number of pairs, each team, in making up its total score, adds, as though won by it, the average score of all pairs seated in the positions opposite to its odd pair.

In making up averages, fractions are disregarded and the nearest whole numbers taken, unless it be necessary to take the fraction into account to avoid a tie, in which case the match is

* This includes a double or re-double out of turn. See Law 57

won "by the fraction of a point." The team making the higher score wins the match.

H. *Pair Contests.* The score of a pair is compared only with other pairs who have played the same hands. A pair obtains a plus score for the contest when its net total is more than the average; a minus score for the contest when its net total is less than the average.

THE FOLLOWING DECISIONS HAVE BEEN RENDERED BY THE CARD COMMITTEE OF THE WHIST CLUB:

FORMING TABLES

Three players are sitting in the room when three more enter. Do the first three cut with the newcomers, or have they a right to play in the first rubber?

Decision

Law 17 expressly provides that those first in the room have the prior right. This accurately covers the case in question.

A player having cut out of one table obtains admission into another by cutting for the privilege. At the end of the first rubber what is his status?

He must cut again for the privilege of staying in.

A player having cut out of one table attempts to cut into another by cutting for the privilege. He cuts the highest card. At the end of the rubber, must he cut again for the privilege of entry?

No; he is in by right.

Five players at one table. A (sixth) player cut out from another table declares his intention of entering this one. At the conclusion of the rubber a newcomer enters the room and claims the right of entry. Has the newcomer a prior right to the player who has declared his intention of cutting for the privilege of entry?

No; the table is complete (Law 18).

CHANGING SEATS

After the cards have been cut by the proper player, and after the deal has commenced, can either adversary of the dealer change his seat without the consent of his partner? If so, can he make such change without consent of either or both adversaries?

Decision

Law 19 provides that the dealer who has choice of cards and seats, having once made his selection, must abide by it. The same rule should apply to the other players. A player having once selected a seat cannot change it except by unanimous consent.

BID OUT OF TURN

An opponent declares before the dealer speaks. The third hand then says: "Let the deal stand. I want to bid myself." Is there a penalty for this remark?

Decision

This is one of a character of improper remarks frequently made but which cannot and should not be penalized. The statement does not give any improper information to the partner, as the fact that the player elects that the deal must stand indicates exactly the facts contained in the improper statement.

No penalty can be inflicted for this offense.

INSUFFICIENT BID

The dealer, Z, bids two spades. Second hand, A, says three clubs and third hand, Y, passes, whereupon B says two no trump. Z repeats his bid of two spades, rather than ask B to amend his bid to three no trumps. A, his adversary, then demands that the bid be made three spades, which A doubles and A-B set the contract for 300.

Decision

The declaration of two no trump over three clubs was an insufficient bid and the adversary on the left then had the right, set forth in Law 50, to demand either that the bid be made sufficient, or to overcall. Instead of doing this he himself made an insufficient bid and thereby became liable for the penalty for his action.

Z is the dealer and starts with two diamonds. Not noticing the "two," A, sitting second hand, says two clubs. The dealer's partner, Y, says: "Not enough; but I don't want to make it three. I bid two hearts." The opponents insist that Y, having called attention to the insufficient bid, it must first be made sufficient, and Y must then bid three hearts to overcall it.

Decision

"Not enough" simply calls attention to the fact that the irregularity has been noticed but is not a demand that it be corrected. Y is not bound to exact the penalty, as the laws give him the option of accepting the bid as regular and

either passing or overcalling it. Y is therefore within his rights in bidding two hearts.

The dealer bids two diamonds and A overcalls him second hand with two clubs. B, who is A's partner, says: "Three clubs are necessary." Y says, "I refuse to exact the penalty, and bid two hearts." Two questions are involved here: Does the bid of two hearts stand, and is there any penalty against A's partner for calling attention to an error made by his own side?

Decision

B's remark does not subject him to any penalty. If A did not take his partner's hint and increase the club declaration before Y bid the two hearts, then the two-heart bid must stand.

DOUBLING

Z deals and bids no trump. A passes and Y at once declares four diamonds. When B says no bid Z goes back to no trump, bidding four. A and Y both pass, but B studies his cards for some time without saying anything. Thinking he has passed, B's partner leads a card and Y

at once lays down the dummy, face up, showing eight diamonds to the king queen jack.

B, not having noticed A's lead, says "I double," and Z immediately says "I redouble."

A maintains that neither double nor redouble should stand. No one demands a new deal. The contention is that Z, having redoubled after seeing Y's hand, gives A the right to demand a new deal.

Decision

Under Law 65 it is clear that B had no right to double after A's lead. But Z's redouble accepts the action and waives any penalty therefor. Under the conditions the laws do not provide, nor is it apparent why they should provide, any penalty for Z's act, and the hand must therefore be played on the declaration of four no trump, doubled and redoubled.

DOUBLING PARTNER'S DECLARATION

A player doubles his partner's declaration. An opponent demands the penalty of 50 points allowed under Law 54, and the player who has made the double prohibited by law then demands

the right to make another declaration. Has he such right?

Decision

Law 57 provides that a double is a declaration, and although Law 54 prohibits the double of a partner's declaration and provides a penalty for such act, a player who is guilty of such a double is in the position of having made a declaration which the laws do not allow to stand. It is, however, nevertheless a declaration, and he cannot again declare, regardless of whether or not the penalty be enforced, until it be his next turn to speak.

FINAL BID

The dealer, Z, starts with a bid of one spade. A and Y say, "No bid"; B says, "I pass." Under the impression that B has bid hearts, Z says two spades. Although his attention is called to the fact that no one has overcalled his first bid, his opponents insist that the declaration is now two spades, which they are at liberty to double or overcall, as it reopens the bidding.

Decision

The laws provide that the declaration becomes final when it is passed by three players in succession. In the case cited this happens after the declaration of one spade. It having become final, it is not in the power of the original declarer to alter it. (Note to Law 47.)

LEADS OUT OF TURN

The adversary leads and each player follows suit, the trick being won by him. Before the cards are gathered he plays another card from his own hand to the four already on the table and proceeds to gather in the five cards. The declarer claims that the adversary has led out of turn. The adversary states that he believed he had not played to the trick from his own hand and therefore played the card.

Decision

The adversary has not led out of turn. His word must be taken as correctly representing the fact that he played a second time to one trick.

Compare Drayton whist decisions, Case 26.

Cavendish, Case 11.

CALLING HIGHEST CARD

The declarer leads a heart from dummy. Second hand plays the nine of spades, and his partner once asks him, "No hearts, partner?" to which answers, "Yes, I have." The declarer at once s, "Leave the nine," but adds, "Play your ghest heart." The adversaries object, on the ound that the declarer has elected his penalty d cannot change it.

Decision

In the opinion of the committee the entire question hinges upon whether the player fully made election. Had he completed his decision in ch words, as, for example, "Leave the nine of ades upon the table," that would have been a termination that he elected to call that card, d he could not thereafter have demanded the ying of the highest heart.

In this case, however, the declarer did not apparently reach a final determination. It would ok as if he had started one decision and then anged it to another. "Leave the nine" does t mean much more than the mere word "leave,"

which could not be construed as a decision. It might be that the intent was to finish the sentence, "Leave the nine on the table or not, as you choose, but play your highest heart." It would, therefore, seem that the declarer was within his rights in demanding the playing of the highest heart.

REVOKE

Diamonds are trumps. The player on the declarer's right leads a club. The declarer has a small club and a diamond and, carelessly, while talking, plays the diamond, thinking he had played his club. His left-hand adversary plays the winning club and also does not see the diamond which has fallen under the trick; dummy's card is played and the left-hand adversary turns the trick and leads to the next one, a diamond. The declarer now looks for his diamond and, missing it, says he played it in the previous trick, which is searched and the diamond discovered. Has the declarer revoked?

Decision

The Card Committee decide the declarer has not revoked. A player by turning and quitting

a trick not his own cannot thereby establish a revoke against an adversary, nor does his lead either in his own right turn or otherwise establish it. This rule applies only to the revoking player or his partner (Law 83).

Declaration is no trump and the opening lead a spade; all follow suit. The declarer renounces on the second trick (also a spade) and it is turned and quitted. The same thing happens to the third trick. The fourth trick is won by the dummy with the queen of spades; the declarer for the third time does not follow suit. Before the fourth trick is turned the declarer places his hand, which contains a small spade, on the table and claims the balance of the tricks. The adversaries state they concede the nine remaining tricks, but claim three revokes. The declarer admits two revokes, and the question is whether the third revoke, under these circumstances, is established.

Decision

The laws must be strictly construed. They expressly provide that a revoke may be corrected at any time until the trick be turned and quitted

or the revoking player or his partner, whether in turn or otherwise, lead or play to the following trick. We hold that the placing of a player's entire hand upon the table is neither leading nor playing to a trick.

A suit of which a player has but one card is led twice. He renounces both times. Is he penalized once or twice? The claim is, having but *one* card he could have followed only once and, therefore, should be held for only one offense.

Decision

Law 83 provides: "A revoke occurs when a player other than dummy, holding one or more cards of the suit led, plays a card of a different suit." Whether the player hold one or more cards of the suit on which he renounces does not affect the situation. Every time the suit is led and he, holding a card of it, fails to follow, he is chargeable with a revoke.

The declarer makes a grand slam, and during the play of the deal one of his adversaries revokes. Is the declarer entitled to 100 points for such revoke?

Decision

We decide declarer entitled to 100 points penalty plus the grand slam.

The bid has gone to five hearts. The declarer makes a small slam, but has revoked on the fourth trick from the end. He insists that he can score all he has good in the honor column, although nothing toward game. This he puts down as four honors in one hand, 64, and little slam, 50. The adversaries dispute the slam score.

Decision

Little slam cannot be counted. Law 84 so provides. See also foot-note to Law 7.

The declaration is four clubs. To go game the declarer must use one of dummy's trumps on the spade suit after it has been found that A, on the declarer's left, is out of trumps.

Declarer leads a spade, dummy trumps, but B overtrumps, leading a diamond. Declarer plays to the lead, when B exclaims, "What did I play to that last trick?" Dummy, who has been looking at B's hand, says, "Why, you revoked, of course." A and B maintain that dummy's call-

ing attention to the revoke waives the penalty, but the declarer insists on B's correcting the revoke, so that dummy shall win the trick, which gives the declarer the game.

The question is: Did dummy call attention to the revoke or did B do so by his exclamation? Further, can the declarer insist on the revoke's being corrected after he has played to the next trick?

Decision

The committee has considered this case carefully and feels that it comes within the strict ruling of the law providing that when a dummy has looked at the cards of an adversary and calls attention to a revoke the penalty cannot be enforced. It is true that the case is made unusually close by the fact that the offending player himself raised the question, but all that he said was, "What did I play to that last trick?"

It is possible, although not probable, that the declarer did not notice the revoke, but be this as it may, the dummy's act, under the laws, precludes a penalty being claimed for it. It is quite clear, under the circumstances, that the declarer cannot insist upon the revoke being corrected.

EXPOSED CARD

During the deal one of the adversaries of the dealer sees the bottom card and demands a new deal. Is this within his rights?

Decision

Law 68 expressly defines an exposed card. The case above cited does not come within the definition and, therefore, the adversary has not the right to demand a new deal.

It would be obviously improper to allow a new deal to be called in such case, as no damage has been suffered. As a matter of fact, the subject of complaint may be, to a certain extent, his own fault.

The old English law was changed merely because it was found unscrupulous players frequently took pains to see a card just for the purpose of exacting a penalty.

It is clear that unless the partner see the card no damage can be done to the adversary.

SURPLUS CARD

The declarer is on the way to making what will be a small slam when there are only three tricks

left to play. At this point one of the adversaries claims it is a misdeal and shows four cards, two of which are duplicates (the four of clubs), and one of which is from the other pack, which lies on his left. The three other players had the correct number of cards. The foot-note to Law 40 says that if a deal is concluded without any claim of irregularity that fact shall be deemed as conclusive that such card was part of the pack during the deal. In other words, the deal is void. Is this correct?

Decision

In the case of three players having the correct number of cards and the fourth having one extra card, which upon examination is proved to be a card from the other pack, the foot-note to Law 40 does not apply. That note provides that it is presumed, when a deal is completed without any claim of irregularity, the fifty-two cards had been dealt and that any card mislaid has been due to the fault of the player who properly received it.

In this case the presumption would be that the cards had been properly dealt and that the ac-

quisition of the extra card was due to the error of the player who held it. The player could have protected himself by counting his cards, and it is not apparent that he has suffered any injury. In any event he is not entitled to claim a new deal, as the fault is clearly his.

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